ALL ABOUT NIGHTCRAWLER IN THE MUTANT REPORT!

MARVEL AGE®

PLUS: REVIEWS OF IRON MAN #200, BYRNE'S HULK, AND THE ALL-NEW SAVAGE TALES!

Cockrum

Stan Lee presents

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EDITORIAL by Jim Salicrup

It's coming! The **MARVEL AGE 1985 ANNUAL** is being assembled as I type these very words! I've been dropping hints about this annual for the past few months, and now's the time to let the cat out of the bag! To spill the beans! To tell you what's cooking! To tell you what's in the blamed Annual, fer cryin' out loud!

But before I do that, I should tell you how we decided exactly what should be featured in the **MARVEL AGE 1985 ANNUAL**. It was simple, really. We merely looked at your cards and letters and picked the features you were demanding most. For example, you've been begging us to give you an inside look at Marvel's very own west coast animation studio, Marvel Productions. Well, we assigned our Marvel Age Man in Hollywood, **Dave Schwartz**, to dig up the details, and bring 'em back alive! To tell us just what our fearless leader, good ol' **Stan (the Man) Lee** and his laid-back Californian cartoonin' crew have been up to!

But that's not all! Far from it, guys and gals! The biggest, boldest and wildest feature in our '85 Annual, is nothing less than an all-new, all-great comics event starring over fifty of Marvel's top super heroes! A comic art classic produced by Marvel's greatest artists and writers! **Byrne, Mantlo, Sal Buscema, Al Milgrom, Kerry Gammill, Jo Duffy, Roger Stern, Jim Shooter, Mark Gruenwald, Walt** *and* **Louise Simonson, Peter B. Gillis, June Brigman, Tom DeFalco, Paul Neary, Bob Hall, Joe Sinnott, Steve Englehart, Denny O'Neil, John Romita Jr.** and many more!

And there's still more! Mr. Coming Attractions, **Dwight Jon Zimmerman** is busy right this very moment conducting interviews with all of Marvel's writers and editors to assemble one colossal news column previewing every Marvel title, in alphabetical order, no less! You'll learn what's in store for everyone from **Alpha Flight** to **the X-Men**!

And, believe it or not, there's more still! More than I have room in this column to announce! But I've saved the best for last! The **MARVEL AGE 1985 ANNUAL** will be given away FREE, that's right — FREE, at comic conventions around the country this summer!

There's just enough room left for this month's . . .

MARVEL'S TOP TEN

Here, once again, are Marvel's top ten best-selling Direct Sales titles. This month we've got April 1985's figures, as compiled by our very own peachy Director of Specialty Sales, **Carol Kalish**. Since we know how much you're yearning to savor our super sales statistics, we'll get right to it!

1 — **SECRET WARS II** #2
2 — **X-MEN** #196
3 — **NEW MUTANTS** #30
4 — **ALPHA FLIGHT** #25
5 — **WEB OF SPIDER-MAN** #5
6 — **ELFQUEST** #1
7 — **FANTASTIC FOUR**#281
8 — **AMAZING SPIDER-MAN** #267
9 — **IRON MAN** #197
10 — **THOR** #358

Hmm . . . **SECRET WARS**. Where did we hear that one before?

— J.S.

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MARVEL COMING ATTRACTIONS

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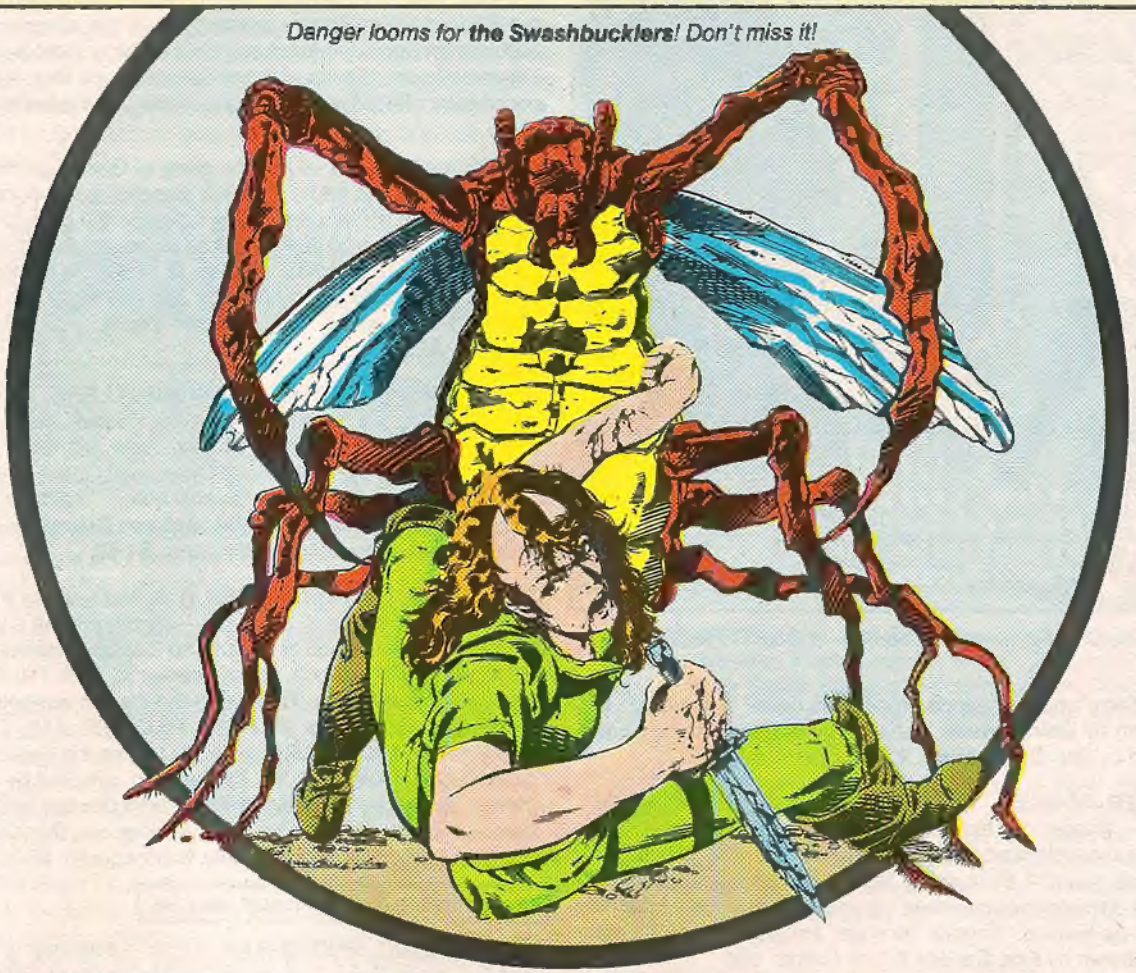
Here is a complete checklist of what's happening in all the Marvel, Epic and Star titles bearing a **November** cover date.

A **Direct Sales** title is available only at selected outlets.
Shipping Date refers to the date the comics leave the printer.

A **Limited Series** is a title which runs only for a specific number of issues.
A **Graphic Novel** is a trade paperback-sized edition.

Danger looms for ***the Swashbucklers****! Don't miss it!*



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After **FANTASTIC FOUR** #284, **the Invisible Girl** is no more! After **the Beyonder** makes **Illyana** his disciple, **the New Mutants** may be no more! And after all your friends have gotten to your favorite comic book shop and found out why, all the Marvel Comics for November may be no more! Don't miss out! Tell your favorite comics shop owner which titles you want reserved for you today!

Titles shipping **July 2**, on sale **July 23**.

THE THING #29 — The guy's name is **Gator**! And he'll do anything to get into the wrestling ring with **the Thing** — anything! "Gator" is written by **Mike Carlin**, penciled by **Ron Wilson** and inked by **Paul Ryan**. 65¢.

DAREDEVIL #244 — While **Dashing Denny O'Neil** and **Dynamo David Mazzuchelli** take a well-earned break, writer **Jim Owsley**, penciler **Dan Jurgens** and inker **Mel Candido** step in to produce "Abe," a gripping tale of drugs and power. The only man who has seen the dealers destroying the city and can help **Daredevil** is poor, a janitor — and *blind!* 65¢.

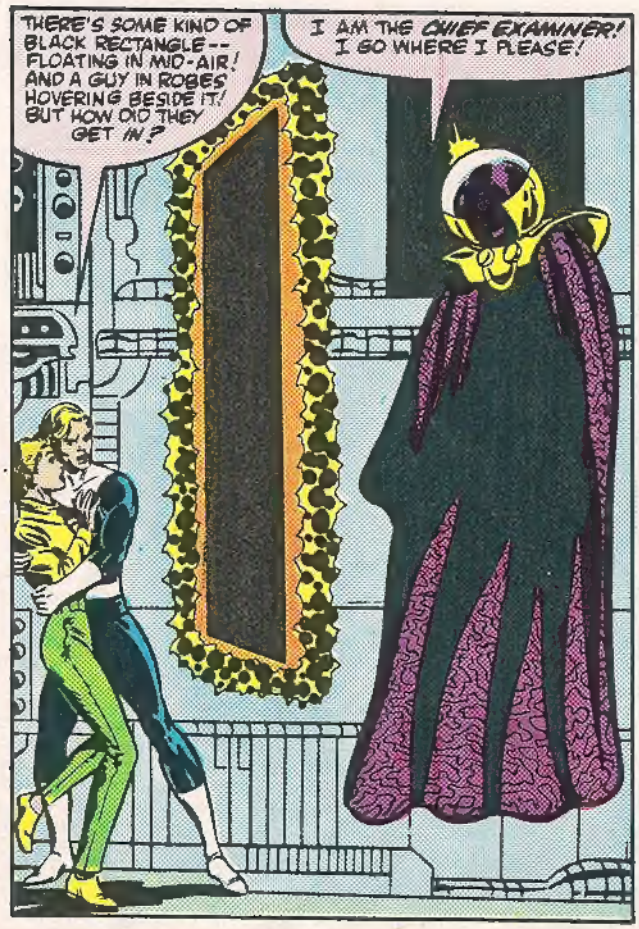
NEW MUTANTS #33 — **Storm**, **Warlock**, **Mirage** and **Magik** confront **Karma** — or what she has become! Which of **the New Mutants** will betray their teammates? Read "Against All Odds," by writer **Chris Claremont** and artist **Steve Leialoha**. 65¢.

WEB OF SPIDER-MAN #8 — When **Peter Parker** defeats a band of thugs, he becomes an instant local hero! **Spider-Man** must discover how to keep him from being the revenge-minded thugs' next victim! Written by **Danny Fingeroth** and drawn by **Bob McLeod**. 65¢.

RED SONJA — THE MOVIE (Limited Series) #1 — Part One of the adaptation of the hit **Dino DeLaurentiis** movie! Written by **Louise Simonson**, penciled by **Mary Wilshire** and inked by **Vince Colletta**. Mando paper. 75¢.

WEST COAST AVENGERS #2 — Who is **Wonder Man**? Why is his fate tied to **the Grim Reaper**? **The West Coast Avengers** discover the truth in this shocking saga that wraps up in **THE VISION AND SCARLET WITCH** #2! "Sons" is written by **Steve Englehart**, penciled by **Al Milgrom** and inked by **Joe Sinnott**. 65¢.

PLANET TERRY #8 — **Terry's** parents are supposed to be the wardens of the prison planet, Alphatraz! Then why


THERE'S SOME KIND OF BLACK RECTANGLE -- FLOATING IN MID-AIR! AND A GUY IN ROBES HOVERING BESIDE IT! BUT HOW DID THEY GET IN?
I AM THE CHIEF EXAMINER! I GO WHERE I PLEASE!

The Chief Examiner is back — in ***QUESTPROBE*** *#3!*

are **Terry** and his friends stuck in its cells? "Alphatraz" is written by **Dave Manak**, penciled by **Warren Kremer** and inked by **Jon D'Agostino**. A Star Comic. 65¢.

PETER PORKER, THE SPECTACULAR SPIDER-HAM #4 — Things go from bad to the bizarre for the anthropomorphic shutter-pig! What would *you* do if it was your "Salad Daze"? Written by **Steve Skeates**, penciled by **Mark Armstrong** and inked by **Joe Albelo**. Plus a special back-up feature: "Croctor Strange" written by **Mike Carlin** and drawn by **Eric Cartier**. A Star Comic. 65¢.

CLOAK AND DAGGER #3 — Does **Dagger** stay with **Cloak** by choice — or because she's being forced to aid **Cloak** in his vigilante vendetta against crime? **Spider-Man** discovers the astonishing truth in "Lost and Found," written by **Bill Mantlo**, penciled by **Rick Leonardi** and inked by **Terry Austin**. 65¢.

QUESTPROBE (Limited Series) #3 — **the Chief Examiner** is after **the Human Torch** and **the Thing**! He wants to steal and duplicate their powers in his mysterious quest to save his world! "Strangers!" ties in with the Scott Adams Adventure International computer games! Written by **David Michelinie**, penciled by **Ron Wilson** and inked by **Joe Sinnott**. Mando paper. 75¢.

DREADSTAR AND COMPANY #5 — Introducing **Tuetun** — the biggest, baddest and *dumbest* Instrumentality hitman of them all! "The Commune" reprints **DREADSTAR** #5, written and penciled by **Jim Starlin** and inked by **Al Milgrom**. From Epic Comics. Mando paper. 75¢.

RAWHIDE KID (Limited Series) #4 — Will the end of the Limited Series also mean the end of **the Rawhide Kid**? If the legacy of his past has anything to say about it, it will! "Bang the Drum" is written by **Bill Mantlo**, penciled by **Herb Trimpe** and inked by **Gerry Talaoc**. Mando paper. 75¢.

SQUADRON SUPREME (Limited Series) #3 — Gun control — **the Squadron Supreme** wants it; the people do not! How will **the Squadron Supreme** enforce it? "Showdown!" is written by **Mark Gruenwald**, penciled by **Bob Hall** and inked by **John Beatty**. Mando paper. 75¢.

CONAN THE KING #31 — **King Conan** has beaten back **the Picts** on the western border! But in his absence, intruders from Ophir and Argos plot his overthrow in the heart of Aquilonia itself! "Force of Arms" is written by **Don Kraar**, penciled by **Mike Docherty** and inked by **Geof Isherwood**. $1.25.

MOONSHADOW #4 — For the glory of Gimmegimme — **Moonshadow** and **Ira** go to war (it was that or two hundred years hard labor)! **Moonshadow** believes the glory of war will be a dream come true — but he discovers that dreams can become nightmares! "Hooves of Wrath" is written by **J. Marc DeMatteis** and painted by **Jon Jay Muth**. An Epic Comic. Direct sales only. Baxter paper. *For Mature Readers. $1.50.*

THE SWORDS OF THE SWASHBUCKLERS #3 — A mutiny aboard the Starshadow leaves **Raader**, her family and the few loyal members of their crew set adrift in a lifeboat — *within* the mysterious Cloudwall! Guest-starring Puss'n'Boots and the crew of the Half Moon. "Adrift" is written by **Bill Mantlo** and drawn by **Jackson Guice**. An Epic Comic. Direct sales only. Baxter paper. $1.50.

THE LIFE OF CAPTAIN MARVEL (Limited Series) #4 — **Thanos** seeks the hand of Death — by offering as a wedding gift, the destruction of Earth! And **Captain Marvel** and **the Avengers** know he's got the power to do it! Plus: the origin of **Moondragon**! Reprinting the classic adventures from the second half of **MARVEL FEATURE** #12, **CAPTAIN MARVEL** #31, **DAREDEVIL** #105 and the beginning of **CAPTAIN MARVEL** #32. Plotted and penciled by **Jim Starlin**, written by **Mike Friedrich**, **Steve Gerber** and **Jim Starlin** and inked by **Joe Sinnott**, **Al Milgrom**, **Dan Green** and **Don Perlin**. Direct sales only. Baxter paper. $2.00.

Titles shipping **July 9**, on sale **July 30**.

THE AMAZING SPIDER-MAN #270 — **Firelord** is in a fourteen-alarm fury! The object of his anger is **Spider-Man**! What happens next is a fight so titanic, we almost couldn't fit it and its wowzer of a surprise ending into 22 pages! "Flame and the Fury" is written by **Tom DeFalco**, penciled by **Ron Frenz** and inked by **Joe Rubinstein**. 65¢.

CAPTAIN AMERICA #311 — **Cap** gets a new job — and wait'll you see what it is! We guarantee you — comics will never be the same again! "Working . . . " is written by **Mark Gruenwald**, penciled by **Paul Neary** and inked by **Dennis Janke**. 65¢.

POWER PACK #16 — **The Snarks** must choose a new emperor. How does this affect **the Power Pack**? Follow the mission of a true warrior **Snark** to get some clues! Also, meet **the Powers'** new friends, **Franklin** and **Kofi** — one of whom is destined to become the 5th member of **Power Pack**! "The Kid Who Fell to Earth" is written by **Louise Simonson**, penciled by **June Brigman** and inked by **Bob Wiacek**. 65¢.

MICRONAUTS #14 — **The Micronauts** discover the keys of the Zodiac! But will they live long enough to use them to unlock the secrets of the Microverse? "Greater Love Hath

No Man" is written by **Peter B. Gillis**, penciled by **Kelly Jones** and inked by **Danny Bulanadi**. 65¢.

ALPHA FLIGHT #28 — **The Beyonder! Alpha Flight! Omega Flight!** And all of them are against **the Hulk!** You'll never believe how this saga ends! You'll never believe how this saga *begins!* But whatever you do, you'll never forgive yourself if you miss "Cross-Over" written and drawn by **John Byrne** with an inking assist by **Keith Williams**. 65¢.

WALLY THE WIZARD #8 — What happens when the words to a spell come out wrong? **Wally** finds out! Unless he can reverse it, his friend **Jay** will stay a frog forever in "The Misspelled Spell" written by **Don Arr** and drawn by **Howie Post**. Plus: "Magic Bullseye" written by **Wally Green**, penciled by **Ben Brown** and inked by **Vinnie Colletta**. A Star Comic. 65¢.

THE FURTHER ADVENTURES OF INDIANA JONES #32 — Beware of women bearing gifts — especially if the woman is beautiful, and the gift is a priceless artifact! **Indy** learns the deadly reason why in "Double Play" written by **Linda Grant**, penciled by **Steve Ditko** and inked by **Danny Bulanadi**. 65¢.

DAZZLER #40 — When **the Beyonder** meets a gang of mutant bikers, the result is trouble — and not just for him! **Alison Blaire**, everyone's favorite **Dazzler**, is wrapped up in it too! "Travelers" is written by **Archie Goodwin**, penciled by **Paul Chadwick** and inked by **Jackson Guice**. 65¢.

EWOKS #4 — **Teebo** and **Wicket** are captured by **the Lizardmen** and their sinister **Ewok** leader **Graak** — and forced into the most dangerous game ever played! You'll be the winner in "Valley of Evil," written by **Dave Manak**, penciled by **Warren Kremer** and inked by **Jon D'Agostino**. A Star Comic. 65¢.

GROO THE WANDERER #9 — **Groo** finds himself in a land where the only foodstuffs are sacred and taboo! One hitch: He's *starving!* **The Sage** guest-stars in "Pigs and Apples!" **Sergio Aragonés** did everything on this story — and **Mark Evanier** did what was left. Mando paper. From Epic Comics. 75¢.

LONGSHOT (Limited Series) #3 — For **Jinx**, life stinks. Then he saves **Longshot** from drowning. What happens next is big trouble for Con Edison, the New York utility, and a *huge* surprise for **Jinx**! Written by **Ann Nocenti** and drawn by **Arthur Adams**. Mando paper. 75¢.

THE VISION AND SCARLET WITCH (Limited Series) #2 — Part Four of the epic begun in **WEST COAST AVENGERS** #1! **Wonder Man** and **the Vision** must face their brother, **the Grim Reaper**, *alone* — and **the Scarlet Witch** and the rest of the **West Coast** heroes are trapped by **Ultron's** Lethal Legion! "Brothers!" is written by **Steve Englehart**, penciled by **Richard Howell** and inked by **Andy Mushynsky**. Mando paper. 75¢.

RED SONJA #11 — Mortal foes **Red Sonja** can fight! But what can she do when the evil **Ice Queen's** weapon is an avalanche? "Buried Alive" is written by **Louise Simonson**, penciled by **Mary Wilshire** and inked by **Art Nichols**. 65¢.

AVENGERS ANNUAL #14 — **The Avengers** against **the Skrulls** in a world-shattering saga — and we mean world-shattering! Featuring the final fate of **the Skrull** race! "Fifth Column" crosses over with the **FANTASTIC FOUR ANNUAL** #19, and is written by **Roger Stern**, penciled by **John Byrne** and inked by **Kyle Baker**. $1.25.

SAVAGE SWORD OF CONAN #117 — An aged monarch sends **Conan** on a quest for the Waters of Youth. Can a false mission in the endless scorch of the desert be any worse than the dry pomp of a fickle court that breeds poison? "The Winds of Aka-Gaar" is written by **Larry Yakata** and drawn by **Gary Kwapisz**. A Marvel Magazine. $1.50.

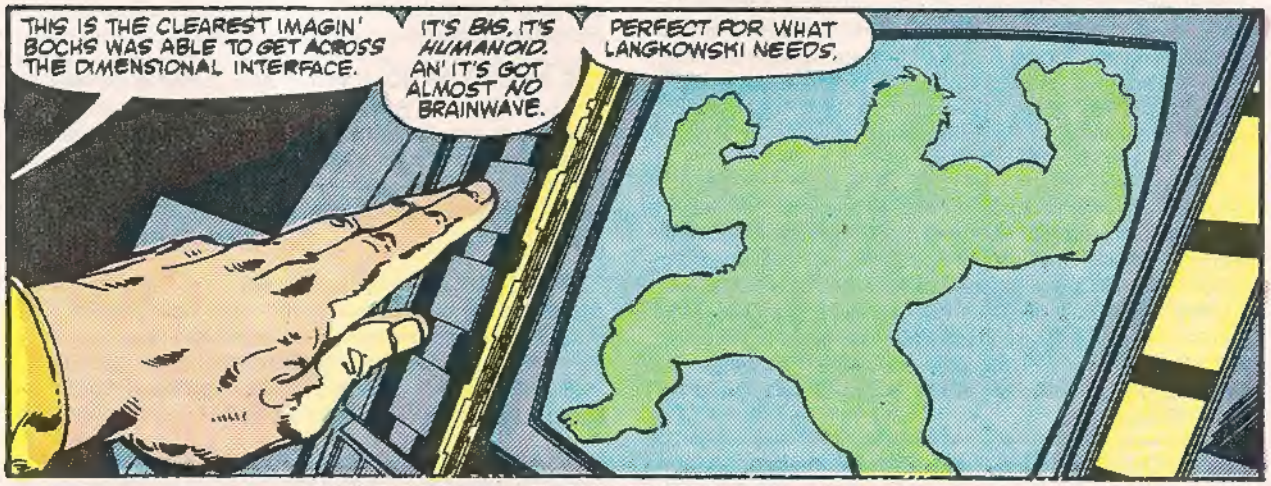
BLACK DRAGON (Limited Series) #5 — **James** must choose between his own life, happiness and safety and the safety of the land itself — as control of **the Dragon** falls into the hands of **Edmund de Valere**! Guest-starring **Eleanor of Aquitaine**, **Morgan le Fay** and **Robin Hood**! An Epic Comic. Direct Sales Only. Baxter paper. *For Mature Readers*. $1.50.

TIMESPIRITS #6 — **Jimi Hendrix** comes back to life in **the Timespirits'** wildest adventure yet! "The Jungle Beat" is written by **Steve Perry** and drawn by **Tom Yeates**. An Epic Comic. Direct sales only. Baxter paper. *For Mature Readers*. $1.50.

THE ONE (Limited Series) #2 — He's **Bog**! He's the Soviet powerhouse designed to destroy anything the United States throws at him — including **Starrion 1** and **Starrion 2**! And wait until you see **the One's** secret identity! "We Are All Together" is written and drawn by **Rick Veitch**. An Epic comic. Direct sales only. Baxter paper. *For Mature Readers*. $1.50.

Titles shipping **July 16**, on sale **August 6**.

MARVEL AGE MAGAZINE #32 — *The Mutant Report* ex-


THIS IS THE CLEAREST IMAGIN' BOCKS WAS ABLE TO GET ACROSS THE DIMENSIONAL INTERFACE.
IT'S BIG, IT'S HUMANOID. AN' IT'S GOT ALMOST NO BRAINWAVE.
PERFECT FOR WHAT LANGKOWSKI NEEDS.

***ALPHA FLIGHT** meets **THE INCREDIBLE HULK** — the hard way!*

WE APPRECIATE THAT, GENERAL. I'M JUST SORRY THAT NEBULA HERSELF SLIPPED THROUGH OUR FINGERS.
I ECHO CAPTAIN MARVEL'S SENTIMENTS, ZEDRAO, BUT I ASSURE YOU THAT WE WILL FIND NEBULA AND BRING HER TO JUSTICE!

A sample of **Kyle Baker's** *inks over* **John Byrne** *in this year's* ***AVENGERS ANNUAL!***

pands, with behind-the-scenes news about **X-MEN** #200 and the incredible **ALPHA FLIGHT/X-MEN Limited Series**, with a stunning **Alpha Flight** and **X-Men** cover by **Paul Smith**. Plus: previews of Epic's two new series, **THE BOZZ CHRONICLES** and the return of **SIX FROM SIRIUS**! An expanded *Newswatch!* **Hembeck**! *Marvel Coming Attractions!* And more! Direct sales only. 35¢.

THE INCREDIBLE HULK #313 — The soul of **Alpha Flight's Sasquatch** is trapped inside **the Hulk** with **Bruce Banner**. Which one will be pushed out into an interdimensional void to dissipate forever? This cross-over with **ALPHA FLIGHT** #28 you must not miss, because after this — everything in **the Hulk's** life changes . . . including the creative team! "Hook, Line and Sinker" is written by **Bill Mantlo**, penciled by **Mike Mignola** and inked by **Gerry Talaoc**. 65¢.

THE AVENGERS #261 — **The Avengers** return from the **Skrull** Galaxy. But instead of peace and quiet, they encounter . . . **the Beyonder**! "Earth . . . and Beyond!" is written by **Roger Stern**, penciled by **John Buscema** and inked by **Tom Palmer**. 65¢.

CONAN #176 — A religious cult turns **Conan's** visit to Argos into a holy war! "Argos Rain" is written by **Jim Owsley**, penciled by **John Buscema** and inked by **Bob Camp**. 65¢.

MARVEL TALES #181 — **J. Jonah Jameson's** son undergoes . . . "The Birth of a Super Hero!" Reprinting the classic adventure from **THE AMAZING SPIDER-MAN** #42, written by **Stan Lee**, penciled by **John Romita** and inked by **Mike Esposito**. 65¢.

ROM #72 — **The Beyonder** grants **Rick Jones, Brandy** and **Cindy** their wish! But is what they wish what they really want? "When You Wish upon a Star" is written by **Bill Mantlo** and penciled by **Steve Ditko**. 65¢.

X-MEN #199 — **Magneto** on trial! 'Nuff said! "A Spiral Path" is written by **Chris Claremont**, penciled by **John Romita Jr.** and inked by **Dan Green**. 65¢.

MOON KNIGHT #5 — Ritual murders are about to be committed in Chicago — murders of children! **Moon Knight** must destroy the people who are trying to *prevent* those killings! This could be the fastest, most action-packed **Moon Knight** story yet! Plotted by **Sioux Donim**, scripted by **Jo Duffy**, with breakdowns by **Chris Warner**. 65¢.

POWER MAN AND IRON FIST #120 — He's not just any dragon, he's **Chiantang, brother of the Dragon King**, the destroyer of K'un Lun! And **Iron Fist** is not only going to fight — he's vowed to *kill* him! For action lovers everywhere, this is *the* story of the month! "Dragonslayer" is written by **Jim Owsley**, penciled by **Mark Bright** and inked by **Jerry Acerno**. 65¢.

ROYAL ROY #4 — Wedding bells for **Royal Roy**? If **Lorna Loot**, the richest — and meanest — girl in the kingdom has her way, *she* will indeed be the new princess of Cashalot! "Curse of the Gold Engaged Bridge" is written by **Angelo de Cesare**, penciled by **Warren Kremer** and inked by **Jon D'Agostino**. A Star Comic. 65¢.

MUPPET BABIES #4 — **The Muppet Babies** are trapped in a TV time warp in "The Dream Machine" written by **Stan Kay** and drawn by **Marie Severin**. A Star Comic. 65¢.

GET ALONG GANG #4 — Amusement park fun and games turn into terror and danger when **Zipper Cat** and the rest of **the Get Along Gang** become involved in "The Great Amusement Park Caper" written by **Dave Manak**, penciled by **John Costanza** and inked by **Jacqueline Roettcher**. A Star Comic. 65¢.

THE SWORD OF SOLOMON KANE (Limited Series) #2 — It's Puritan faith and sharpened British steel against the bloodthirsty incarnation of demonic legend when **Solomon Kane** meets an old Puritan friend whose wife is a witch . . . and whose son is a werewolf! "And Faith, Undying . . . " is written by **Ralph Macchio**, drawn by **Bret Blevins**. Mando paper. 75¢.

NIGHTCRAWLER (Limited Series) #1 — He's been a circus performer and a super hero — and now the blue furry mutant becomes a *swashbuckler*, as he's trapped in the Well At The End Of The World! "How Much Is That Boggie In The Window" is written and drawn by **Dave Cockrum**. Mando paper. 75¢.

FANTASTIC FOUR ANNUAL #19 — It's the return of **the Infant Terrible**! Or is it? **The FF** and **the Avengers** unite to

discover the shocking fate of **the Skrulls**! Written and penciled by **John Byrne** and inked by **Joe Sinnott**. $1.25.

G.I. JOE #41 — **Cobra** gets a new base, and it's **the Joes'** fault! "Strategic Diplomacy" is written by **Larry Hama**, penciled by **Rod Whigham** and inked by **Andy Mushynsky**. Mando paper. 75¢.

ETERNALS (Limited Series) #2 — The power behind the **Deviant** throne emerges! His decision — mankind and **the Eternals** must surrender to **the Deviants** . . . or *die!* "The Old Priest Writ Large" is written by **Peter B. Gillis**, penciled by **Sal Buscema** and inked by **Al Gordon**. Mando paper. 75¢.

MARVEL FANFARE #23 — **Doc Ock** and one set of armored tentacles is bad enough, but when he's got two sets, and one of them is *adamantium* — what can **Iron Man** do? "From the Ashes . . ." is written by **Roger McKenzie** and painted by **Ken Steacy**. Plus a **Ken Steacy** portfolio! Hudson paper. Direct sales only. $1.50.

Titles shipping **July 23** and on sale **August 13**.

MARVEL GRAPHIC NOVEL #18: **THE SAVAGE SHE-HULK** — She was a sensation in her own series, a knock-out in **the Fantastic Four**! Now, because you demanded it — **the She-Hulk** stars in her first full-length Graphic Novel! Miss this stunning saga, and you'll miss the biggest change ever in **the She-Hulk's** life! Don't say we didn't warn you! Written and penciled by **John Byrne** and inked by **Kim DeMulder**. $6.95.

FANTASTIC FOUR #284 — **The She-Hulk** enslaved! The rest of **the FF** powerless! The last appearance of **the Invisible Girl**! Is this truly **the Psycho Man's** ultimate victory? "Revolution!" is written and penciled by **John Byrne** and inked by **Al Gordon**. 65¢.

PETER PARKER, THE SPECTACULAR SPIDER-MAN #108 — Part 2 of the 4-parter that will stand fandom on its ear! **Spidey** slugs it out with **the Sin-Eater** while **Daredevil** stands helpless to avenge "The Death of Jean DeWolff!" written by **Peter David**, penciled by **Rich Buckler** and inked by **Brett Breeding**. 65¢.

THE NEW DEFENDERS #149 — Will the mystery of **Cloud** finally be revealed, or will the answer raise even more questions? And what of the fear-inspiring **Interloper**? Why is his next target northern New Mexico? "Lonely as a Cloud" is written by **Peter B. Gillis**, penciled by **Don Perlin** and inked by **Art Nichols**. 65¢.

STAR WARS #101 — His relationship with **Leia** is not all that's on the rocks for **Han Solo**. This time it looks like he's not only going to jump ship, he's going to take off for a whole different universe! "Far, Far Away" written by **Jo Duffy** and penciled by **Cynthia Martin**. 65¢.

THOR #361 — The prize is men's souls! The champion is **Thor**! The nemesis is **Hela** and her legions! The battle-ground is . . . Hel, the place where once you enter . . . you *never* leave! "The Quick and the Dead!" is written and drawn by **Walt Simonson**. 65¢.

THE TRANSFORMERS #10 — The secret of the Creation Matrix is revealed, when **the Constructicons** are born (manufactured?) — and what they intend to build will threaten the survival of no less than the entire Earth! "The Next Best Thing To Being There!" is written by **Bob Budiansky**.

ELFQUEST #4 — As **Cutter** presses his suit for **Leetah's** hand, his deadliest rival, **Rayek** — chief hunter of **Leetah's** people — issues him a challenge to fight for her! "The Challenge" is written by **Wendy** and **Richard Pini** and drawn by **Wendy Pini**. An Epic Comic. Mando paper. 75¢.

SECRET WARS II (Limited Series) #5 — **The Beyonder** *versus* **the Fantastic Four, the Avengers, the West Coast Avengers, Thor, Doctor Strange** and **the Thing**! A power-packed tie-in with **THING** #30, **DOCTOR STRANGE** #74 and **FANTASTIC FOUR** #285! Written by **Jim Shooter**, penciled by **Al Milgrom** and inked by **Steve Leialoha**. Mando paper. 75¢.

IRON MAN #200 — **Tony Stark** dons his ultimate state-of-the-art armor to beat **Obadiah Stane**! But will even his new armor be enough to defeat the man who's destroyed everything **Stark** holds dear? A double-sized epic that launches a new direction for the armored **Avenger**! Written by **Denny O'Neil**, penciled by **Mark Bright**, and inked by **Ian Akin** and **Brian Garvey**. $1.25.

THE AMAZING SPIDER-MAN ANNUAL #19 — **The Spider-Slayer** is back! The target: **Mary Jane Watson**! For her, what happens next is definitely not "Fun 'n' Games!" Written by **Louise Simonson**, penciled by **Mary Wilshire**, and inked by **Pat Redding**. $1.25.

DOCTOR WHO #14 — Premiering a new series! You've heard about Marvel UK's "Captain Britain" series by **Alan Moore** and **Alan Davis** — now here's your chance to *see* it, as the British super hero joins the line-up of everyone's favorite Time Lord's magazine! Direct sales only. Baxter paper. $1.50.

COYOTE #14 — Coyote finds that "Some Say There's a Baron in the Woods!" Story by **Steve Englehart**, pencils by **Charles Truog**, and inks by **Frank Springer**. *Plus* the conclusion of "Scorpio Rose," written by **Steve Englehart**, penciled by **Todd McFarlane** and inked by **Art Nichols**. From Epic Comics. Direct Sales only. Baxter paper. $1.50.

SAVAGE TALES #1 — The debut of the magazine for those who want their action pushed to the limit! "Across the Rio Grande" written by **Don Kraar** and drawn by **Gray Morrow**, "Blood and Gutz" by **Will Jungkuntz**, "The Sky Warriors" by **Herb Trimpe**, "Raid!" by **Archie Goodwin** and **John Severin**, "5th of the 1st," a tale of Vietnam by **Doug Murray** and **Mike Golden** — plus a painted cover by **Mike Golden**! $1.50.

SPIDER-MAN INDEX #8 — The definitive compilation of everything you ever wanted to know about **THE AMAZING SPIDER-MAN** #187-198, and Annual #12! Characters, credits, synopses, color cover reproductions and more! Compiled by **George Olshevsky**. Mando paper. Direct sales only. $1.25.

EPIC ILLUSTRATED #32 — Cover by **Jerry Bingham**. Featuring: "To Be a Champion" — a spy in a barbaric future society schemes to become supreme warrior of the era! Popular science-fiction writer **Ed Bryant** adapts his own story, "Predators"; illustrated by film storyboard artist, **Carol Kimball**, this fantasy brings a supernatural edge to a study of menacing sexism! In Chapter Eight of "The Last Galactus Story," written and penciled by **John Byrne** with inks by **Terry Austin**, **Galactus** moves toward a confronation with the strange power that is rearranging the universe! "The Cerebus Portfolio" is an album of high points in the life of a short hero, namely **Dave Sim's** popular barbarian aardvark, **Cerebus**! A demon stalks a modern day supermarket in "Surprise in the Box of Toast Posties" by **Mark Wheatley**! And finally, plague and the lumbering menace of **the Golem** haunt Castle Amplestone in Chapter Six of **Tim Conrad's** on-going Gothic serial, "Toadswart." A Marvel Magazine. $2.50. *For mature readers.*

MORE COMING ATTRACTIONS

Titles shipping in **August**.

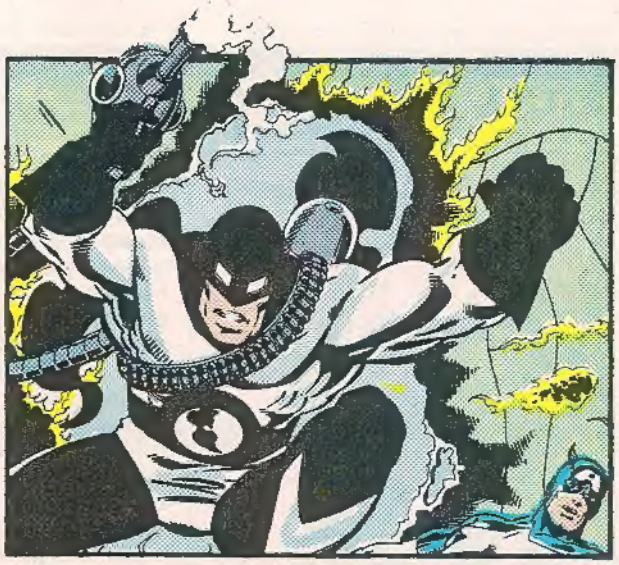
THE THING #30 — by **Carlin** and **Wilson**.
DAREDEVIL #225 — by **O'Neil** and **Mazzuchelli**.
THE NEW MUTANTS #34 — by **Claremont** and **Leialoha**.
WEB OF SPIDER-MAN #9 — by **Fingeroth** and **McLeod**.
WEST COAST AVENGERS #3 — by **Englehart**, **Milgrom** and **Sinnott**.
PLANET TERRY #9 — by **Manak**, **Kremer** and **D'Agostino**.
FRAGGLE ROCK #5 — by **Kay** and **Severin**.
STRAWBERRY SHORTCAKE #5 — by **Kay**, **Post** and **Edelman**.
THUNDERCATS #1 — by **Michelinie**, **Mooney** and **Breeding**.
DREADSTAR AND COMPANY #6 — by **Starlin**.
SQUADRON SUPREME #4 — "Change of Heart" by **Gruenwald**, **Hall** and **Beatty**.

THE INCREDIBLE HULK ANNUAL #14 — by **Byrne** and **S. Buscema**.
THE OFFICIAL HANDBOOK OF THE MARVEL UNIVERSE DELUXE EDITION #1
STARSTRUCK #5 — by **E. Lee** and **Kaluta**.
BOZZ CHRONICLES #1 — by **Michelinie** and **Blevins**.
THE LIFE OF CAPTAIN MARVEL #5 — by **Starlin**, **Milgrom** and **Green**.
THE AMAZING SPIDER-MAN #271 — by **DeFalco**, **Frenz** and **Rubinstein**.
CAPTAIN AMERICA #312 — "Deface the Nation" by **Gruenwald**, **Neary** and **Janke**.
POWER PACK #17 — "Snark Attack" by **L. Simonson**, **Brigman** and **Wiacek**.
MICRONAUTS #15 — by **Gillis**, **Jones** and **Bulanadi**.
ALPHA FLIGHT #29 — by **Mantlo**, **Mignola** and **Talaoc**.
WALLY THE WIZARD #9
TOP DOG #5 — by **Herman**, **Kremer** and **Roettcher**.
HEATHCLIFF #5 — by **DeCesare**, **Kremer** and **Roettcher**.
DOCTOR STRANGE #74 — "And Now . . . The Beyonder" by **Stern**, **Badger** and **Austin**.
GROO THE WANDERER #10 — by **Aragonés** with **Evanier**.
LONGSHOT #4 — by **Nocenti** and **Adams**.
THE VISION AND SCARLET WITCH #3 — by **Englehart**, **Howell** and **Mushynsky**.
ROM ANNUAL #4
SAVAGE SWORD OF CONAN #118 — "Valley of Howls" by **Yakata** and **Kwapisz**.
THE BLACK DRAGON #6 — by **Claremont** and **Bolton**.
THE SISTERHOOD OF STEEL #6 — by **Marx** and **Vosburg**.
MARVEL AGE MAGAZINE #33 — **X-FACTOR! X-FACTOR! X-FACTOR!** And some other stuff.
THE INCREDIBLE HULK #314 — by **Byrne** and **Wiacek**.
AVENGERS #262 — by **Stern**, **J. Buscema** and **Palmer**.
CONAN #177 — "Well of Souls" by **Owsley**, **J. Buscema** and **Camp**.
MARVEL TALES #182 — by **Lee** and **Romita**.
ROM #73 — by **Mantlo** and **Ditko**.
MOON KNIGHT #6 — by **Zelenetz**, **Warner** and **Cruz**.

G.I. JOE #42 — by **Hama, Whigham** and **Mushynsky**.
ETERNALS #3 — by **Gillis, S. Buscema** and **Gordon**.
X-MEN #200 — "The Trial of Magneto" by **Claremont, Romita Jr.** and **Green**.
THOR ANNUAL #13 — by **Zelenetz** and **J. Buscema**.
X-MEN / ALPHA FLIGHT #1 — by **Shooter, Nocenti, O'Neil, Claremont, Smith** and **Wiacek**.
DREADSTAR #21 — by **Starlin** and **De La Rosa**.
FANTASTIC FOUR #285 — by **Byrne** and **Gordon**.
IRON MAN #201 — by **O'Neil, Bright, Akin** and **Garvey**.
PETER PARKER THE SPECTACULAR SPIDER-MAN #109 — by **David, Buckler** and **Breeding**.
NIGHTCRAWLER #2 — by **Cockrum**.
STAR WARS #102 — by **Duffy, Martin**.
THOR #362 — by **Simonson**.
TRANSFORMERS #11
ELFQUEST #5 — "The Bridge of Destiny" by **W.** and **R. Pini**.
SECRET WARS II #6 — by **Shooter, Milgrom** and **Leialoha**.
THE NEW DEFENDERS #150 — "The Stars in Their Courses" by **Gillis, Perlin** and **Nichols**.
SPIDER-MAN INDEX #9 — compiled by **Olshevsky**.
DOCTOR WHO #15
NEW MUTANTS SPECIAL #1 — by **Claremont, A. Adams** and **Austin**.
ALIEN LEGION #10 — by **Zelenetz, Warner** and **Emberlin**.
MARVEL GRAPHIC NOVEL #19: **THE WITCH QUEEN OF ACHERON**
RED SONJA — THE MOVIE #2 — by **L. Simonson, Wilshire**, and **Colletta**.

Titles shipping in **September**.

THE NEW MUTANTS #35 — by **Claremont** and **Leialoha**.
WEB OF SPIDER-MAN #10 — "Fourth Estate" by **David** and **Harris**.
WEST COAST AVENGERS #4 — by **Englehart, Milgrom** and **Sinnott**.
PLANET TERRY #10 — by **Manak, Kremer** and **D'Agostino**.
PETER PORKER THE AMAZING SPIDER-HAM #5
CLOAK AND DAGGER #4 — by **Mantlo, Leonardi** and **Austin**.
SECTAURS #4
SQUADRON SUPREME #5 — "Turnaround" by **Gruenwald, Hall** and **Beatty**.
CONAN THE KING #32 — "Juggernaut" by **Kraar, Docherty** and **Isherwood**.
THE OFFICIAL HANDBOOK OF THE MARVEL UNIVERSE DELUXE EDITION #2
SWORDS OF THE SWASHBUCKLERS #4 — "Weirdling" by **Mantlo** and **Guice**.
MOONSHADOW #5 — by **DeMatteis** and **Muth**.
THE AMAZING SPIDER-MAN #272 — "Crusher Hogan" by **DeFalco, Frenz** and **Rubinstein**.
CAPTAIN AMERICA #313 — by **Gruenwald, Neary** and **Janke**.
POWER PACK #18
MICRONAUTS #16 — by **Gillis, Jones** and **Bulanadi**.
ALPHA FLIGHT #30 — by **Mantlo, Mignola** and **Talaoc**.
WALLY THE WIZARD #10
EWOKS #5 — by **Manak, Kremer** and **Roettcher**.
THE FURTHER ADVENTURES OF INDIANA JONES #33 — by **Grant, Ditko** and **Bulanadi**.
DAZZLER #41 — by **Goodwin, Chadwick** and **Guice**.
GROO THE WANDERER #11 — by **Aragonés** with **Evanier**.
LONGSHOT #5 — by **Nocenti** and **A. Adams**.
THE VISION AND SCARLET WITCH #4 — by **Englehart, Howell** and **Mushynsky**.

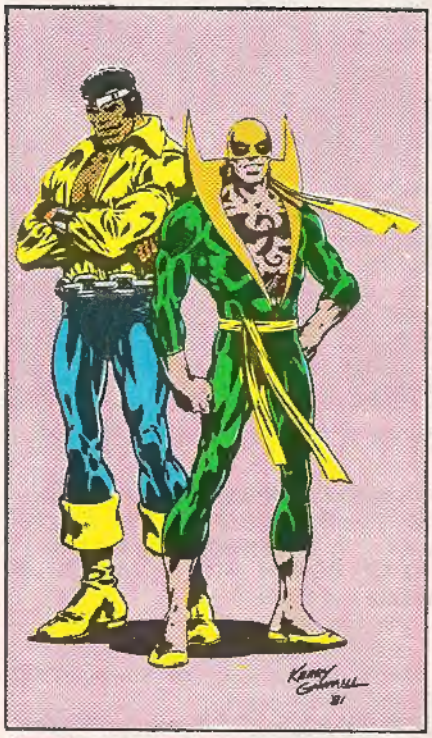


*His name: **Flag-Breaker!** His target: **Captain America!***

THE THING #31 — by **Carlin, Wilson**.
DAREDEVIL #226 — by **O'Neil** and **Mazzuchelli**.
X-MEN ANNUAL #9 — by **Claremont** and **A. Adams**.
SAVAGE SWORD OF CONAN #119 — "The Star of Thama Zhu" by **Yokata** and **Chan**.
THE ONE #3 — by **Veitch**.
TIMESPIRITS #7 — by **Yeates** and **Perry**.
MARVEL AGE MAGAZINE #34 — The star-spanning **SILVER SURFER**, and more!
THE INCREDIBLE HULK #315 — by **Byrne** and **Wiacek**.
AVENGERS #263 — by **Stern, J. Buscema** and **Palmer**.
CONAN #178 — "Death Hunt" by **Owsley, J. Buscema** and **Camp**.
MARVEL TALES #183 — by **Lee** and **Romita**.
X-MEN #201 — by **Claremont, Romita Jr.** and **Green**.
ROM #74 — by **Mantlo, Ditko**.
MOON KNIGHT #7 — by **Zelenetz, Warner** and **Cruz**.
POWER MAN AND IRON FIST #121 — by **Owsley, Bright** and **Acerno**.
NIGHTCRAWLER #3 — by **Cockrum**.
ROYAL ROY #5 — by **Gerberg, Kremer** and **D'Agostino**.
MUPPET BABIES #5 — by **Kay** and **Severin**.
GET ALONG GANG #5 — by **Manak, Costanza** and **Roettcher**.
THE SWORD OF SOLOMON KANE #3 — by **Macchio** and **Blevins**.
G.I. JOE #43 — by **Hama, Whigham** and **Mushynsky**.
ETERNALS #4 — by **Gillis, S. Buscema** and **Gordon**.
X-MEN / ALPHA FLIGHT #2 — by **Shooter, Nocenti, O'Neil, Claremont, Smith** and **Wiacek**.
MARVEL FANFARE #24
FANTASTIC FOUR #286 — by **Byrne** and **Gordon**.
IRON MAN #202 — by **O'Neil, Bright, Akin** and **Garvey**.
PETER PARKER THE SPECTACULAR SPIDER-MAN #110 — by **David, Buckler** and **Breeding**.
THE NEW DEFENDERS #151 — by **Gillis, Perlin** and **Nichols**.
STAR WARS #103 — by **Duffy, Martin**.
THOR #363 — by **Simonson**.
THE TRANSFORMERS #12
ELFQUEST #6 — "Wolfsong" by **W.** and **R. Pini**.
SECRET WARS II #7 — by **Shooter, Milgrom** and **Leialoha**.
HANDBOOK OF THE CONAN UNIVERSE #1
DOCTOR WHO #16
COYOTE #15 — by **Englehart, Truog** and **Springer**.
SAVAGE TALES #2
EPIC ILLUSTRATED #33
MARVEL GRAPHIC NOVEL #20: **GREENBERG THE VAMPIRE** — by **DeMatteis** and **Badger**.

NEWSWATCH

A few farewells . . .



ITEM! 1986 is Marvel Comics' 25th anniversary — dating it from **FANTASTIC FOUR** #1! And we're going to celebrate, with some of the niftiest new projects you could imagine — and a few that we bet you *can't* imagine! But all this preparation, for the anniversary and the new projects, takes time, and creative manpower to work on it. So, in order to free up the people needed, we're bringing a few series to a conclusion. **ROM, THE DEFENDERS, POWER MAN AND IRON FIST, DAZZLER, MICRONAUTS** and **THE THING** will all be ending some time within the next fourteen months. But don't worry — we're not just chopping them off in the middle of the story! Each creative team has vowed to wrap up their series and bring it to a dramatic and satisfying conclusion before going on to our new projects. There's a lot of drama in store for these six series — just keep an eye on 'em, and you'll see! The final issues of each series will be: **ROM** #75, **THE DEFENDERS** #152, **POWER MAN AND IRON FIST** #125, **DAZZLER** #42, **MICRONAUTS** #20 and **THE THING** #36.

ITEM. Morrie Kuramoto, a Bullpen member for 19 years and a comics pro for 41, died on Thursday, March 14, of a heart attack. He was 64 years old. **Morrie** was officially a letterer, but he was well-versed in all branches of production. "He'd break in every recruit who came in here," Production Chief **Danny Crespi** recalls. "He broke **Jim Shooter** in. He taught **Shooter** how to do production work." **Morrie** started in comics in 1943, and first came to Marvel when it was still called Timely Comics, in 1946. He continued to work for us off and on until he accepted a staff position in 1966. Almost nobody here can remember the Bullpen without **Morrie**, which is how he came to be known as "The Old Man of the Bullpen" and "The Ancient One." His friendliness and sense of humor made his corner of the Bullpen a gathering place for much of the office. So long, **Morrie** — we all miss you.

BEHIND THE LINES

Introducing two new Bullpenners!

by **Carl James Potts Esq III Limited** (and how!)

Time once again to introduce a new assistant editor! Perky **Pat Blevins** is now working with editor **Ann Nocenti** on the **X-MEN** family of books. This makes theirs the only office at the House of Ideas completely staffed by former **Carl Potts** assistants! They're producing great work over there and I wish I could take credit for that — but the truth is that both women are naturally hard working and intelligent and therefore were sharp enough not to pick up any of my bad habits!

To fill the assistant editor position in my office I interviewed literally dozens of people who were chomping at the bit to work for Marvel Comics. Out of all of those folks I picked the one with the longest name — not that that had anything to do with my choice! As a matter of fact I've been finding it quite difficult to fit her credit line in on everything from her job application forms and business cards to my letters page logos! Hiring **Bob Sym** might have made my life easier as far as credits go but I definitely made the right choice in **Rosemary McCormick-Lowy** (it's supposed to be pronounced **Rose-Marie** but don't worry, I keep mispronouncing it myself). She's got a charming personality (great for dealing with freelancers as well as an occasionally

grumpy boss), intelligence, motivation and she's a very hard worker. **Bob Sym** only had a short name going for him that wasn't quite enough to win the job.

So, without making any further fun about her name, I'll let **Rosemary** (no, say it like ***Marie***, (remember?) give you a bit of background on herself

Hello,

***Carl Potts'** new assistant editor here. Originally from the U.K., I came to the U.S. in 1981 with the intention of staying for about 6 months in order to travel around this vast and beautiful country. I did, in fact, travel a great deal — from the "old south" to the "experience" of L.A., to the "dazzling" Las Vegas and finally to Manhattan, a city I had long dreamed about visiting. It was here that I met my husband **John**, a fellow European, and we now live "happily ever after" in Queens — with just the occasional longing for rainy old England.*

In terms of work experience, I do have a background in Publishing — Trade Magazines and Academic Books — but comic books are a completely new field for me.

*There is much to learn, and **Carl** keeps me busy working on such titles as **POWER PACK**, **SOLOMON KANE**, **CLOAK AND DAGGER** and **GARGOYLE***

So there you have it, every thing you would ve wanted to know about me but didn't even know me to ask!

RMcC-L

BEHIND THE LINES II

by **Bob Budiansky**

Here in the ever-expanding world of the Marvel Special Projects Department, I've had to hire assistants at a rate unprecedented in modern Marvel history. Whereas other Marvel editors have only one assistant, I'm already up to three! And with all we do here — creative development on toy- and computer-related comics, editing **SECRET WARS II**, producing Marvel posters, producing advertising art, adapting movies into comics, producing custom comics for clients (pant pant) among other things — I wouldn't be surprised if I'm forced to hire a fourth!

First, I had **Eliot R. Brown** helping me (the "R" standing for **Robert**. **Bob** for short). Then I **stole** hired **Bob Harras** from **Ralph Macchio's** office Finally, after extensive searching, countless hours of grueling interviews and painful soul-searching as I agonized over which candidate to hire, I came to my decision. True, she's creative, artistic, well-organized, efficient, personable and full of good ideas — all the things an editor could hope for in an assistant But in the end, none of these qualities really made much difference. It was her name

And so I introduce to you **Bobbie Chase**, newest member of "*The Bob Squad!*"

Ho there,

*It's a bit embarrassing having to talk about myself to a group of as-yet strangers, but as I was **ordered** to do this, and I've got nothing to hide here goes .*

*After I got out of prison last year I had a tough time trying to choose from all my many options — professional underwater basket-weaving, truffle hunting in the south of France, the holy orders — a whole range of job opportunities for somebody who can't get a normal job One morning as I was mulling through these gems I read an ad for Marvel Comics on the back of my cereal box, and I thought, "Now this is what I've been waiting for!" It sounded fun and adventurous, and they didn't seem too choosy, considering how they advertised. And so I did some research. Now, I'm not really an advocate of unfair hiring procedures, but when I heard that **Bob** was looking for a fourth for his "squad" I thought, "What a cinch!" I mean, what's in a name? I was never very fond of the old one — almost anxious to get rid of it, really. (But woe is he who finds out the real one and squeals to **Bob**)*

*Oh, by the way, if anyone's curious, I'd say given the choice Marvel is definitely preferable to Sing Sing I mean, even with my past history they all seem so glad to have me, and they don't even seem to care that I'm a pathological liar. But then you should see some of the goons, I mean **characters**, who hang around this place!*

Bobbie

THE MARVEL AGE INTERVIEW:

JOHN BYRNE

by Dwight Jon Zimmerman

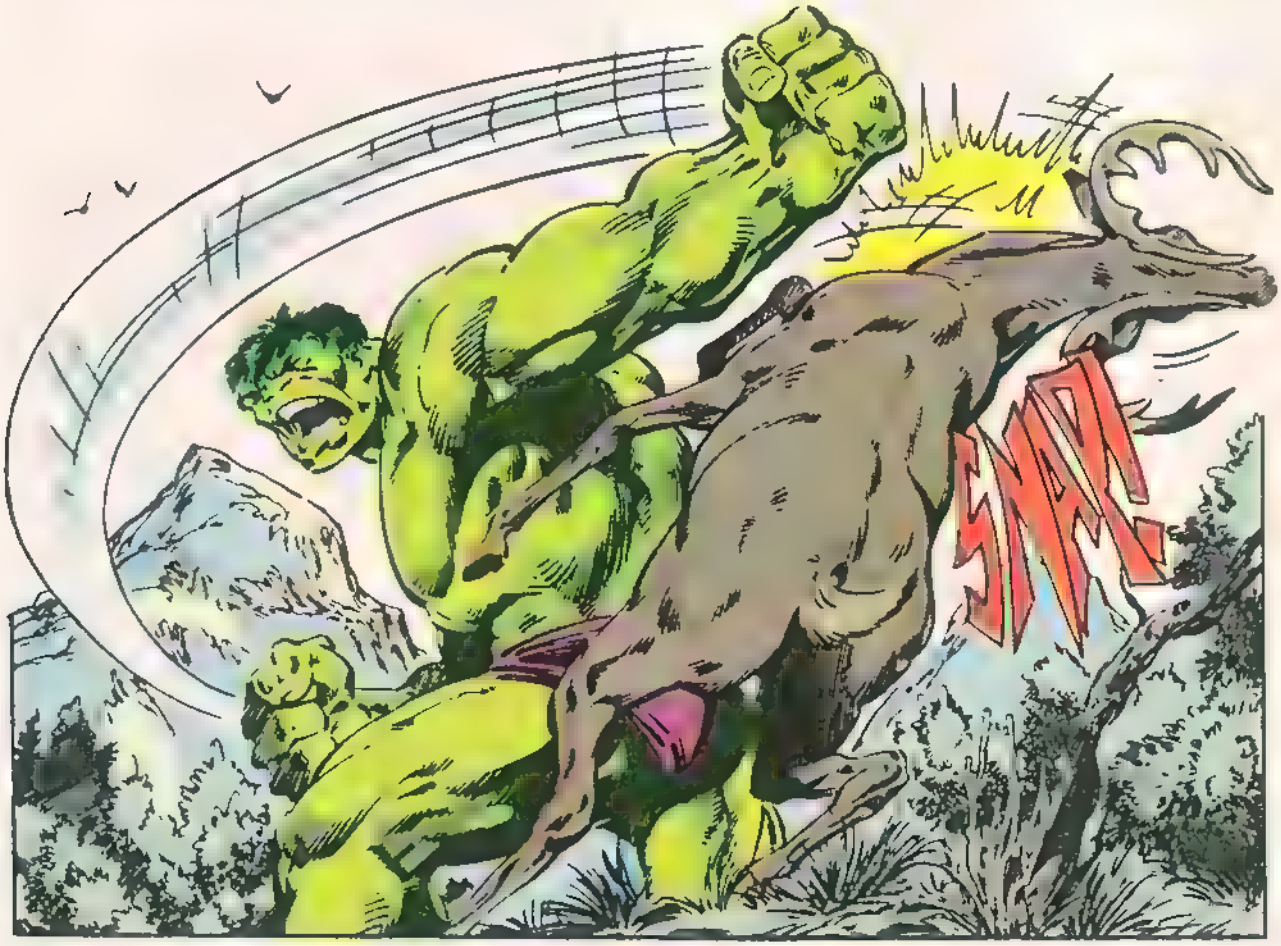
Introducing **John Byrne** is like having to explain who **the Fantastic Four, X-Men** or **Alpha Flight** are. Great fun, but there's so much to say that it's almost impossible to know where to begin. **John** began his career at Marvel as the artist of **IRON FIST**. Soon, he was drawing **THE X-MEN**, and his fame and stature quickly grew until he became one of the most famous pencilers in comics. But **John** was not content to remain a penciler. He wanted — demanded — more of himself. With his work on **THE FANTASTIC FOUR, ALPHA FLIGHT** and **THE THING** he broke new creative ground, becoming writer, penciler, inker and once even *letterer* of his stories. Now **John**, together with writer **Bill Mantlo** and penciler **Mike Mignola**, is about to make comics history again with a total creative cross-over between **ALPHA FLIGHT** and **THE INCREDIBLE HULK. John** graciously took time out of his busy schedule to give **MARVEL AGE MAGAZINE** readers an exclusive look at his plans.

What are your feelings about the Hulk?

I've always liked **the Hulk**. He was one of the few characters whose comics would regularly reach the Canadian town where I grew up. And I enjoyed all his adventures. Being that **the Hulk** is sort of one of the founding fathers of Marvel, I've continued to have a soft spot in my heart — and head — for him. I always thought that if an opportunity ever arose, I'd jump at the chance to do his adventures. And arise it did.

How did the HULK/ALPHA FLIGHT cross-over come about?

It started with me realizing that I was fast approaching the end of my **Alpha Flight** stories. You see, I had a specific number of stories in mind when I started **ALPHA FLIGHT**. As it turned out, a couple of those stories, when they were produced, generated other tales, so I actually remained with **ALPHA FLIGHT** longer than I anticipated. Even so, I realized a couple months back that I was reaching that cut-off point for me, after which I'd have no more **Alpha Flight** stories to



SO YOU THINK WE'RE JUST SPOOKS, EH HULK? YOU THINK THE ABOMINATION WON'T GONNA BE ABLE TO RIP YOUR HEAD OFF?
HMPH
HULK KNEW SCALE-FACE WOULD BE NEXT

tell. So I started asking myself what I wanted to do after **ALPHA FLIGHT**? At one time, I would have said **THOR**. But **THOR** is in really good hands with **Walt Simonson** right now.

Then I remembered **the Hulk**. I was lying on my bed staring at the ceiling and wondering what I would do with **the Hulk**. And it was as if someone had knocked over a domino in my head. Suddenly I had about fourteen issues worth of stories formulated. I soon started hounding **HULK** editor **Carl Potts**, asking him if **Bill Mantlo** was tired of writing **the Hulk** yet. **Bill**, of course, wasn't. But **Carl** jokingly suggested that I call **Bill** up and ask him if he wanted to trade **THE INCREDIBLE HULK** for **ALPHA FLIGHT**. That's what I did. After **Bill** got over the surprise, he called me back and told me that both he and **Mike Mignola**, **the Hulk**'s penciler, would love to swap.

As the plans started to firm up, we decided to make everything a literal cross-over of characters, creative and editorial teams.

Is the cross-over going to be double-sized?

No, it will appear in two regular-sized issues. One of **THE INCREDIBLE HULK** and one of **ALPHA FLIGHT**. We will show two sides of the same story that month. Basically, it's a fishing story where the **Alpha Flight** crew is fishing around in an alien dimension trying to find a new body for **Langkowski** and they hook something. What they hook is **the Hulk**. So in **THE INCREDIBLE HULK** #313, we get his side of the story about his being hooked, and in **ALPHA FLIGHT** #28, we get **Alpha Flight**'s side of things as they do the hooking.

It must have taken some pretty close plot coordination.

Pretty close, yes. It was lucky, really, because we happened to hit a time for both **Bill** and myself when we were able to slip this scenario into our continuities. Unconsciously, our storylines were actually all in position, so we didn't have to spend hours burning the midnight oil to try and fit everything together. It was one of those Marvel serendipity things where once it was conceived, it fell right into place.

*With **ALPHA FLIGHT**, what are the major plot threads that you'll be finishing?*

Actually, I'll be doing less wrapping up than I will be dangling story threads that **Bill** wants me to dangle. I've pretty much tied up everything I wanted to do. **Bill** told me a few things that he would like to have happen that he wanted to pick up on. So I started to add those elements in. Anything that has a **Bill Mantlo** plot twist in the **ALPHA FLIGHT** stories I've done also has a **Bill Mantlo** plot credit.

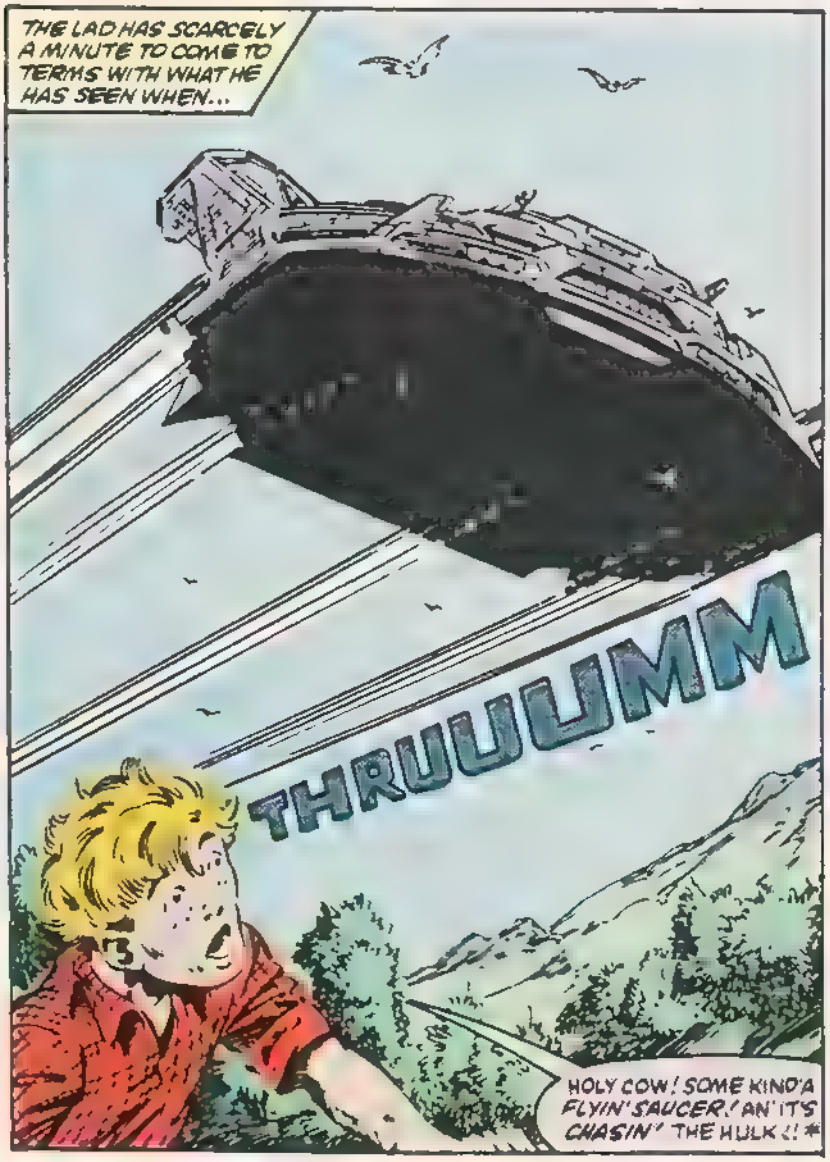
Could you give us any examples?

Bill wants to concentrate more on **Shaman** than **Talisman**. So we concocted a way of taking care of **Shaman** and **Talisman** at the same time. **Bill** also wanted me to bring **Snowbird** back. I had originally intended to leave her out for a while, so I changed plans there.

*What will happen to **Talisman**?*

What happens to **Talisman** will be tied into the **SECRET WARS II** continuity. My last issue of **ALPHA FLIGHT** is also the **SECRET WARS II** cross-over. I will say this, **Talisman** won't be killed. There has been enough death in **Alpha Flight** during my tenure. I'll let **Bill** handle any new killing.

*Did tying your story into the **SECRET WARS II** series as well as with **THE INCREDIBLE HULK** give you any problems?*


THE LAD HAS SCARCELY A MINUTE TO COME TO TERMS WITH WHAT HE HAS SEEN WHEN...
THRUUUMM
HOLY COW! SOME KIND'A FLYIN' SAUCER! AN' IT'S CHASIN' THE HULK!!

Not really, no. In fact, **SECRET WARS II** tends to work to my advantage. Passing a story element over to **Jim Shooter**, the **SECRET WARS II** writer, is great because it gives me more room for my own story. And then I can pick up on what **Jim** has done after that story element has been resolved. That's what we did in the **FANTASTIC FOUR Psycho Man** adventure and it worked real well

*What will happen in your first issue of **THE INCREDIBLE HULK**?*

It begins with **the Hulk** back on Earth. The story also has a brief set-up for this year's **HULK ANNUAL**, which I'm scripting over **Sal Buscema's** pencils. **Sal's** work, by the way, is absolutely exquisite. I really can't praise **Sal** enough. I wish there was a way I could have **Sal** pencil **THE HULK** and me ink it because there is so much I could learn from him. He is a master storyteller.

Getting back to the regular **Hulk** comic, the basic thrust of my first story deals with **Doc Samson** and what he does when he hears that **the Hulk** is back on Earth. **The Hulk** landed in Canada and is heading south. He's homing in on Gamma Base, in New Mexico. I'm establishing an almost mystical, even though I'm reluctant to use the word, link between **the Hulk** and that spot in the desert where he was created. **Doc Samson** manages to intercept **the Hulk** and the two have a big fight which involves a whole bunch of hallucinations.

What kind of hallucinations?

They are all the old **Hulk** villains that I wanted to do just once. I saw this as my big chance to do all the big **Hulk** villains like **the Leader**, **Rhino**, **Abomination** and others all in one story. Their appearance as illusions is part of the thrust of the story that I want to keep secret right now.

***The Hulk** is a man-monster, he's very different from **Alpha Flight**. How has this difference affected your storytelling?*

Well, as far as the script is concerned, I want to get back into that sense of how inhuman a character **the Hulk** is. Part of what I plan to do to **the Hulk** is separate him from **Bruce Banner** physically, so that they will be two distinct individuals. As a result, **the Hulk** will get even nastier.

How about your art?

Well, it's bigger. In **THE FANTASTIC FOUR**, I have been trying to limit myself to no more than four panels a page to get the power of the story and force myself into the most efficient storytelling. With **THE INCREDIBLE HULK**, I have been getting down to even three panels a page. One reason why is because my **Hulk** is a huge person. And there will be a physical change in **the Hulk** as the storyline progresses. **The Hulk** will become even more massive than he already is. I want to be able to show readers that if you had **the Hulk** and **the Thing** stand side by side, anybody who has never heard of these characters before will immediately be able to tell which huge, hulking person is **the Hulk** and which thing-like person is **the Thing**.

*Will you be bringing back any of **the Hulk's** old supporting cast?*

Only one. I'm bringing back **Betty Ross**. Her father, **General Thunderbolt Ross** will be staying out of the series for some time. There may be an opportunity for him to return for a brief guest appearance, but I do not see him really returning.

How about any new supporting characters?

I really won't have them. I'm going to be distilling it down to a very basic cast. The stories will pretty much be about **Banner**, **Betty** and **the Hulk**.

*Who, or what, will be **the Hulk's** enemies?*

Well, for my first half-dozen issues, **the Hulk** is the villain. With **Banner** split off into a separate person, he becomes the head of a new Hulkbuster project. **Banner** will be tossing all sorts of new weapons against **the Hulk** because it will now be **Banner's** job to try and destroy **the Hulk**.

The first old villain that I plan to bring back is **the Metal Master**. The last dangling plot thread of **Bill Mantlo's** that I want to follow up on is that adamantium statue of **the Hulk** sitting in a warehouse somewhere in New York. I'm going to have **the Metal Master** activate it. So **the Hulk** will have to fight an adamantium version of himself.

It sounds like you have a pretty action-packed series of stories.

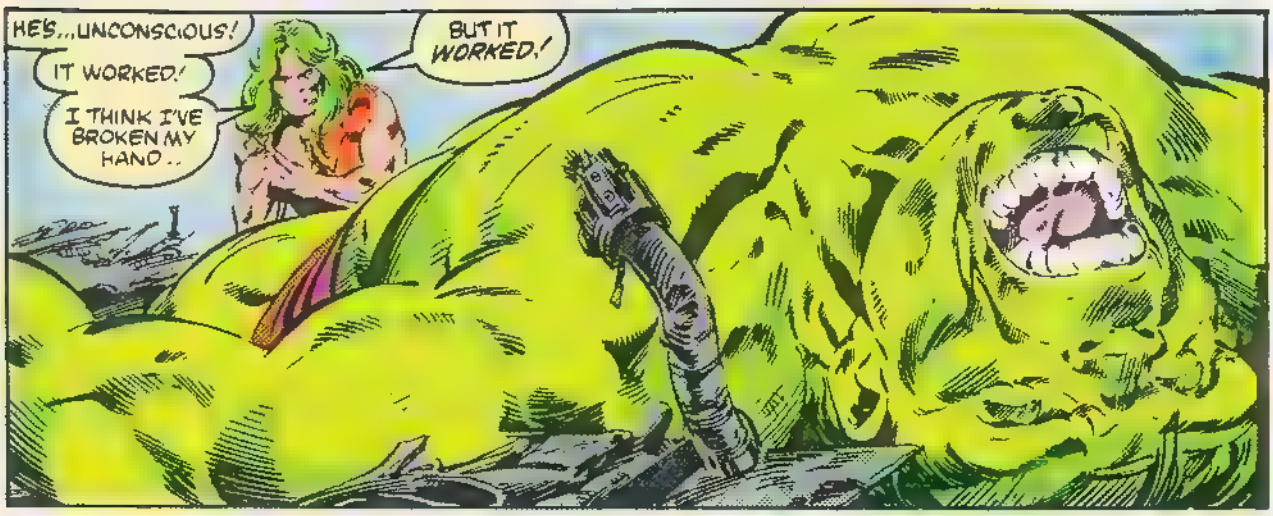
I think so, yes. Action is really what **the Hulk** is all about. I want to do a comic that deals with power for its own sake. **THE FANTASTIC FOUR** is a more intellectual title. It's less concerned with punching and hitting than it is with scope and grandeur. **THE HULK** is going to be the exact opposite. It is going to be entirely concerned with punching and hitting.

*Your talking about **the FF** leads us to a rather obvious question. Will **the Hulk** meet **the She-Hulk**?*

I hope so. I have an issue coming up, possibly #317, where **the She-Hulk** might guest-star. That may not happen, though, because about the time of #317, **the Fantastic Four** will be up to their ears in a **Doctor Doom** conflict. So she may not be able to take off a couple of days to skip over to New Mexico. Regardless, somewhere down the line there will be a **Hulk / Fantastic Four** cross-over.

Sounds like you're having a lot of fun with the series.

I am. And I hope the fans have as much fun reading the stories as I have putting them together.



BILL MANTLO TALKS ABOUT

Alpha Flight

by **Kurt Busiek**

*One of the biggest surprises of the year is that **Bill Mantlo** and **Mike Mignola**, the creative team on **THE INCREDIBLE HULK**, and **John Byrne**, writer / artist of **ALPHA FLIGHT**, are switching assignments. Starting with **HULK** #313 and **ALPHA FLIGHT** #28, **John** will be bringing you the adventures of Marvel's anti-social green goliath, and **Bill** and **Mike** will be chronicling the exploits of Canada's greatest heroes. We collared **Bill Mantlo** in the offices one Monday afternoon shortly after we heard the news, to find out what's in store for the northern stars.*

*I know it's a little soon for you to have worked out all your plans, **Bill**, but can you tell us anything about what's coming up in **ALPHA FLIGHT**?*

We have a lot of ideas. We're not sure exactly how soon each idea is going to be put into the process. Essentially, my feeling about **ALPHA FLIGHT** is that **John** did a spectacular job. That's straight from the shoulder — I think it's some of the finest writing I've read in a long time. But I think you had to read it consecutively. You had to sit down as I did, and read **ALPHA FLIGHT** #1-20, in order to get a grasp on the organic maturation of his characters. It was extremely difficult to follow what he was doing on **ALPHA FLIGHT** from issue to issue, because he never really concentrated on the team. He concentrated on individual members and their problems. And after awhile, even I, who read it religiously, lost track completely of who was in the book and who was a member of **ALPHA FLIGHT**, and what the team was.

Our first job is going to be to pull the team together, to give them a reason for existence, a location, a headquarters. Probably they will be funded by the government. Whether that is a generous gesture on the part of the government, or whether there is some subterfuge involved in forming this team again, is something that we're going to develop.

Once they're held together as a team, they will act as a team. If one of them has a problem, that problem will involve the whole team, instead of specific individual adventures as you've seen in the first two years of **ALPHA FLIGHT**. The whole team will go solve **Snowbird's** problem, or find out what **Snowbird's** problem is. The whole team will go on a **Puck** adventure, instead of **Puck** going off and leaving the team at home.

Some characters will remain, some charcters will go. I think **John** has already dealt with **Sasquatch** — he will not be returning. **Northstar** will probably meet his demise, as something from his past surfaces. **Snowbird** is going to think that she's dying, but that's actually a prelude to some major changes in her life and character. A major villain, tentatively called **Pestilence** at this point, is going to be introduced. I don't think the book has had a major villain except for **the Master**. We're not sure what to do about **Marrina**. We've got a lot of plans for **Box**, the robotic member of **Beta Flight**. He's going to be reintroduced.

I want to deal with **Beta** and **Gamma** Flight, and **Omega Flight**, find out who these people are, and . . . Where is the government *raising* these people with bizarre powers, and what is it raising them *for*, and what does it mean that now they're re-funding **Alpha Flight**? Is it because they're using **Alpha Flight** as a control group or do they want to study **Alpha Flight** and find the secret to their powers and create new super heroes, or what? We don't know. That's all stuff we want to find out.

They will become more closely linked to the Marvel Universe, in that there will be a few cross-overs. There's already an **ALPHA FLIGHT / X-MEN** project in the works that **Chris Claremont** and **John Byrne** did. We will pick up on elements of that, and may have them meet other Marvel heroes, although not too many.

There'll be an international sense. The book has been predominantly located in Canada so far, with one or two trips to the United States. But Canada is closer to, say, the Soviet Union or Greenland or Europe than we are, in many ways. You go right over the top of Canada to shoot an ICBM from the United States to the Soviet Union. We'll probably do stories that deal with that notion of pan-globalism, and how Canada's tied up with the international scene.

So there's a lot of ideas — we just haven't put them into specific stories yet. **Guardian** will be back, in some form. Not the **Guardian** you know and love, but . .

That'll be a big development, certainly.

I think that's where we're going. In fact, we're here today to discuss the nuts and bolts of what happens now, to discuss the cross-over where **John** and **Mike** and I will actually switch titles, our first issue of **ALPHA FLIGHT** will hit. Apparently the book is doing remarkably well, and has a loyal following. I'd like to win back people who bought a team book, and then saw it devolve into individual stories, and I'd like to win new readers who might not like super hero books, but are going to find that this is a different kind of super team book. It's not **THE AVENGERS** or **THE FANTASTIC FOUR** or **THE X-MEN**. It's a completely different slant towards telling super hero stories.

IT'S FINALLY HERE! AMAZING HIGH ADVENTURE II

by **Sholly Fisch**

The credits read like a who's who of the finest creative talent in comics: **Steve Englehart**, **Paul Smith**, **Al Williamson**, **Jim Owsley**, **Alan Weiss**, **James Sherman**, **Gerry Talaoc** . . . the list goes on and on

What comic book could be responsible for bringing together such an amazing amalgam of writers and artists? Why, none other than the sensational second issue of **AMAZING HIGH ADVENTURE**, of course!

AMAZING HIGH ADVENTURE was the brainchild of its editor, **Carl Potts**. "One of the first things I did when I came to Marvel was suggest a historical adventure anthology book," **Carl** recalls. "There was really nothing like it around at the time." **Carl** brought the idea to Editor-in-Chief **Jim Shooter**, who liked it enough to give the go-ahead for a trial issue

The concept behind **AMAZING HIGH ADVENTURE** is a simple one. "The only guideline was that the stories had to be adventure stories set in historical periods," **Carl** explains "We tried to limit the amount of fantasy or science fiction in them, since that's really what **EPIC ILLUSTRATED** specializes in But beyond that, the stories could be anything — horror, mystery, comedy, romance, or whatever."

AMAZING HIGH ADVENTURE #1 was released in 1984 through comic book specialty shops, and it sold more than well enough for the series to be continued indefinitely! And considering that the first issue featured writers **Steve Englehart**, **Ann Nocenti**, **Mike Carlin**, and **Louise Simonson** and artists **John Severin**, **Tony Salmons**, **Gerry Talaoc**, **Steve Leialoha**, and **Bill Sienkiewicz**, it's not hard to see *why* it sold so well!

Obviously, **Carl** is very choosy about whom he asks to work on **AMAZING HIGH ADVENTURE** He is not content to settle for second best. "I go after people whose work *I* like," he says.

SPIDER-MAN and **TRANSFORMERS** editor **Jim Owsley** remembers the day that **Carl** approached him about writing for **AMAZING HIGH ADVENTURE #2**. "**Carl** came in and asked, '**Jim**, how would you like to write a **Genghis Khan** story?' Of course, I said, 'Sure!' Then he left and I said, '*What's a* ***Genghis Khan*** *story?*' So I spent about a week in the library, doing research on **Genghis Khan**."

Jim's research provided him with the inspiration for "*Kirurkan*," a superb story about **Genghis Khan** and one of his generals, **Tor**. "**Genghis** had an interesting way of recruiting," **Jim** said "He would go into a village and kill everyone. Then he'd go over to the last survivor and say, 'You want to join the army, don't you?' And that's how **Tor** was recruited. So as you can imagine, he's not particularly loyal to **Genghis**."

As the story opens, **Genghis** instructs **Tor** to wipe out the small village of Kirurkan which lies in his army's path. **Tor** is neither loyal enough to **Genghis** nor crazy enough to want to wipe out a town for no reason, but he knows that he will be killed himself if he doesn't obey. His inner conflict grows when he discovers that the only inhabitant of the village is an old priest who refuses to leave!

Jim, who also writes **POWER MAN AND IRON FIST**, says that "*Kirurkan*" is "the other end of the Earth" from **PM / IF** "**POWER MAN AND IRON FIST** is about friendship and brotherhood," **Jim** says "This story is about what it's like to follow a madman."

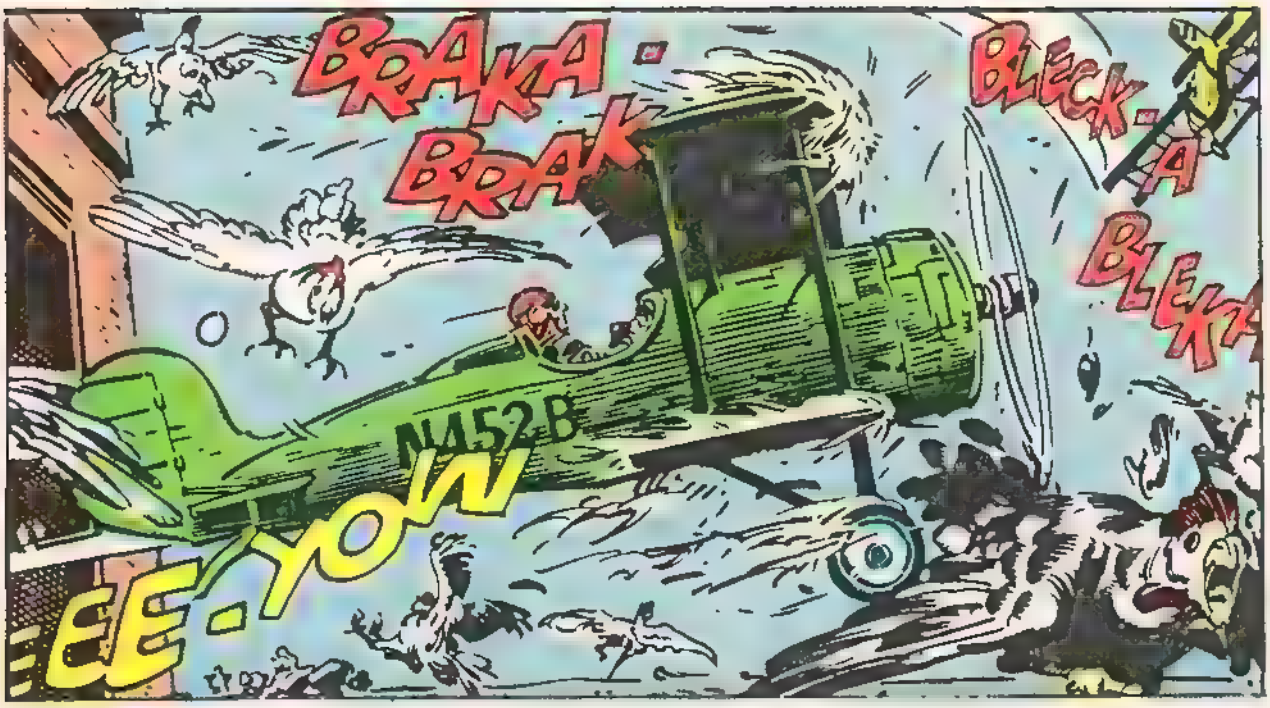
The story is pencilled by newcomer **Topham Hayes Topham** had shown some samples of his work to longtime Marvel inker **Terry Austin Terry**, who has inked everything from **DOCTOR STRANGE** to **THE X-MEN**, liked what he saw in **Topham's** work and passed it along to **Carl Potts**. **Carl** decided to take a chance on the young artist, and his gamble paid off! So impressive was **Topham's** work that even comics great **Al Williamson** wanted to ink it! **Al's** inking enhanced **Topham's** already impressive pencils, and the result was a beautifully drawn story which contains more than one plot twist before it reaches its surprise ending!

Another story which contains its share of surprises is "*Palm Sunday*," written and drawn by **Alan Weiss** and colored by **James Sherman**. The story is a salute to the EC comics of the 1950's which were famous for their unexpected plot twists. Naturally, the story features what **Alan** likes to call "a real EC twisto ending."

"*Palm Sunday*" is the story of a group of **Napoleon's** soldiers who come upon a gypsy camp after spending a weekend drinking. The soldiers decide to have their fortunes told, but drunk and not completely in control of their actions, they get more than a little out of hand! Telling what happens next, though, would ruin the surprise!

Alan, who is currently hard at work on his new Epic Comics series, **STEELGRIP STARKEY**, wrote and pencilled "*Palm Sunday*" almost ten years ago! "Inking it after all that time was a real challenge, as anyone else who's ever had to ink my work can tell you," **Alan** laughs, referring to the intricate detail in which he draws

Carl had first seen "*Palm Sunday*" some years ago, before he and **Alan** came to New York from California When **Carl** was assembling the line-up for **AMAZING HIGH ADVENTURE #2**, he called **Alan** and "*Palm Sunday*" immediately came to both of their minds **Alan** tore himself away from his various comics and advertising as-



signments to finally ink the story and he asked his longtime comics and advertising art partner, **James Sherman**, to color it.

"Comics are my first love," **Alan** says "They're my fine art."

Writer **Steve Englehart** would certainly feel the same way. His Epic Comics series, **COYOTE**, has been ranked as one of the eight best comic books in America! And together with **DOCTOR STRANGE** and **X-MEN** artist **Paul Smith**, **Steve** has contributed an exciting story entitled "*Too Long Lost*" to **AMAZING HIGH ADVENTURE #2**.

"*Too Long Lost*" is definitely adventure, but it's also a very psychological story," **Steve** stresses. The story concerns a pair of missionaries — the first white men who've come to a particular part of Africa. They've been in the jungle so long, though, that they've begun to "go native," and their last attempt at imposing their standards on the jungle's natives backfires. A curse is put on the missionaries, but the question becomes whether they have really been taken over by the curse or just affected by their own belief in it!

"I've always been interested in magic," **Steve** says. "After I wrote **DOCTOR STRANGE**, I kind of got pegged as 'the *magic* author.' The story I wrote for **AMAZING HIGH ADVENTURE** #1 ('*The Pike*') was a reply to that; there, the magic doesn't work. It seems to be working here, but you don't know if it really is or not."

'*Too Long Lost*' relies very heavily on its atmosphere, and **Steve** credits **Paul Smith** with being responsible for much of it. "**Paul** drew the story in a stark, black-and-white motif which works beautifully in the story," **Steve** says. The result is a dark, moody story about the jungles of Africa and the people in them.

A marked contrast to **Steve** and **Paul's** moody story is the lighthearted "*My Heart Belongs to Betsy*." Written by Bullpen regular **Eliot Brown** and **X-MEN** Editor **Ann Nocenti** and drawn by **Gerry Talaoc** (whose work has been seen in everything from **THE HULK** to **THE RAWHIDE KID**), the story is what **Eliot** calls "sort of a horse opera with biplanes — a biplane opera!"

"*My Heart Belongs to Betsy*" is the story of two barnstormers after World War I. In competition for a job, an airplane, and a girl, the two pilots decide on a race — winner takes all! Unfortunately, one of the pilots is not above cheating to get what he wants!

"**Ann** and I were co-writers in the full sense of the word," **Eliot** says. **Eliot** (an aviation historian and enthusiast) contributed knowledge about barnstormers and biplanes while **Ann** worked on characterizations. "Then, we literally wrote the dialogue by talking to each other and taking the different parts," **Eliot** recalls. "**Ann** was really into it. It was a lot of fun!" And despite **Ann's** successful writing stints on comics as diverse as **LONGSHOT** and the **BEAUTY AND THE BEAST Limited Series**, **Eliot** thinks that this may just be her best story yet!

But well-written and -drawn stories aren't all that **AMAZING HIGH ADVENTURE** #2 has to offer! The book also features a striking cover, laid out by **Bret Blevins** and painted by **Joe Chiodo**, as well as a portfolio of historical adventure ranging from medieval knights to 1920's gangsters as rendered by **Bret Blevins**, **Mike Mignola**, **Terry Austin**, **Bill Sienkiewicz**, **Chris Warner**, and even **Carl Potts** himself!

Clearly, "variety" is one of the key words to use in describing **AMAZING HIGH ADVENTURE**, and that's just the way **Carl Potts** likes it! "You can see that I like variety from the books I edit — **CLOAK AND DAGGER**, **DOCTOR STRANGE**, **ROCKET RACCOON**, **THE GARGOYLE**, **THE INCREDIBLE HULK**, **THE DEFENDERS**, and **POWER PACK**. They're all very different books and aimed at different audiences. I'd get bored if all I edited was one kind of book!"

With **Carl's** enormous workload, boredom would seem to be the least of his worries! And it is because of his workload and that of **AMAZING HIGH ADVENTURE's** contributors that he insists that the book not be a periodical. **Carl** refuses to hold the writers and artists to firm deadlines, preferring instead to give them the time to do the best work they can. As a result, almost a year will have passed between **AMAZING HIGH ADVENTURE** #'s 1 and 2. And while a good deal of the work for #3 has already been done, so that less time will elapse between the second and third issues, **Carl** will use the same standard of excellence in approaching every issue as he has in the first two.

So polish up your sword, mount up your trusty steed, and ride on down to your local comics shop to pick up a copy of **AMAZING HIGH ADVENTURE** #2! The adventure has just begun!

FRED HEMBECK PRESENTS

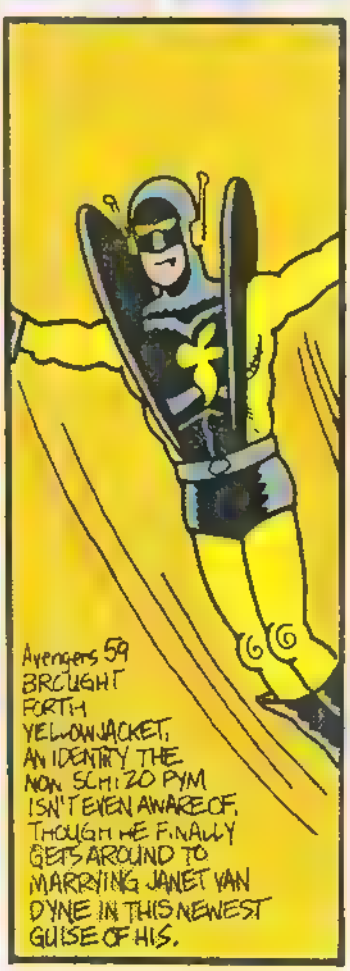
A PICTORIAL HISTORY of HENRY PYM

WE FIRST SAW BIO-CHEMIST DR. HENRY PYM IN Tales To Astonish 27.

A SHORT TIME LATER, IN Tales To Astonish 35, DR. PYM BECOMES ANT MAN FOR THE FIRST TIME.

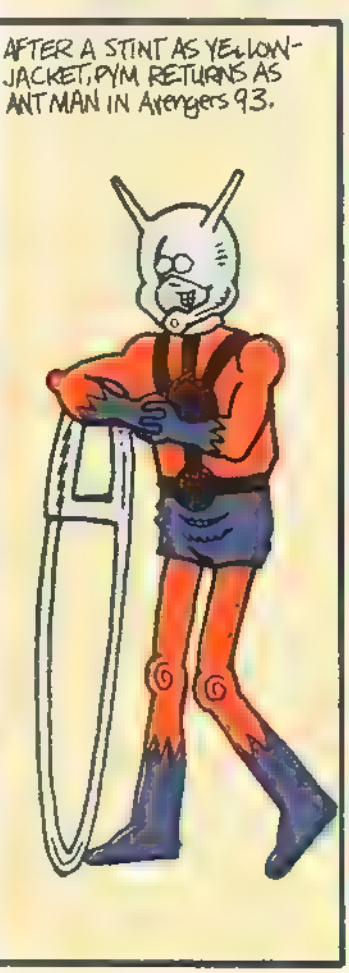
JOINED BY JAN (A/K/A THE WASP GIANT MAN IN T

REGAINING CONTROL OF H.S SIZE CHANGING ABILITIES IN Avengers 51, THE COLORS OF HIS UNIFORM SOMEHOW CHANGE AS WELL.



Avengers 59 BROUGHT FORTH YELLOWJACKET, AN IDENTITY THE NON SCHIZO PYM ISN'T EVEN AWARE OF, THOUGH HE FINALLY GETS AROUND TO MARRYING JANET VAN DYNE IN THIS NEWEST GUISE OF HIS.

AFTER A STINT AS YELLOWJACKET, PYM RETURNS AS ANT MAN IN Avengers 93.



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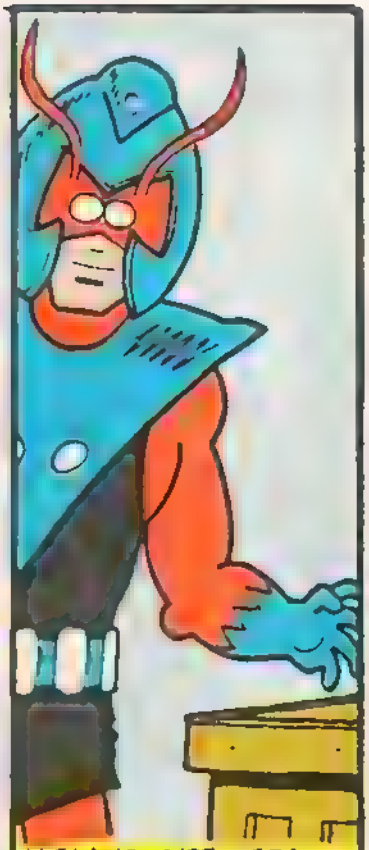
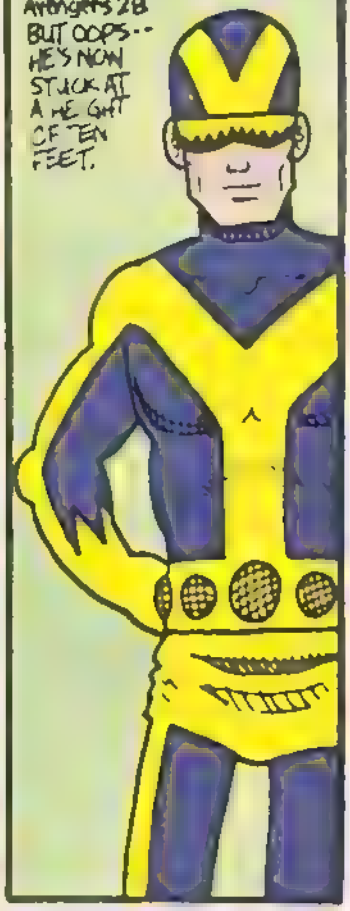
ET VAN DYNE;), PYM BECOMES ...ic Astonishing #49.



WITH A NEW CYBERNETIC HELMET, PYM BECOMES THE NEW GIANT MAN IN Tales To Astonish 65.

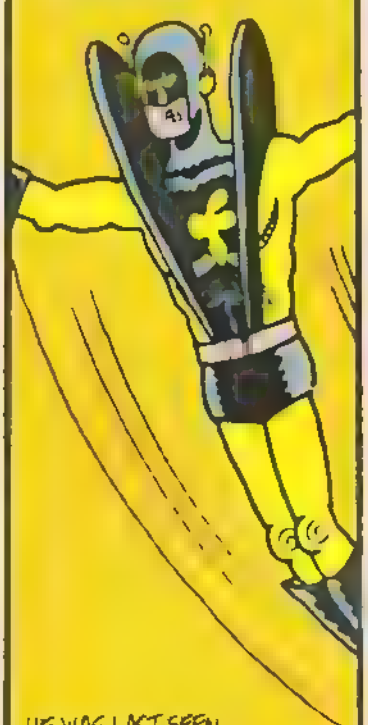
BUT NOT FOR LONG AFTER Tales To Astonish 69, PYM RETIRES AS AN ADVENTURER TO DEVOTE HIS TIME TO BIOCHEMISTRY -- AND JANET VAN DYNE.

HE RETURNS AS GOLIATH IN Avengers 28 BUT OOPS -- HE'S NOW STUCK AT A HEIGHT OF TEN FEET.



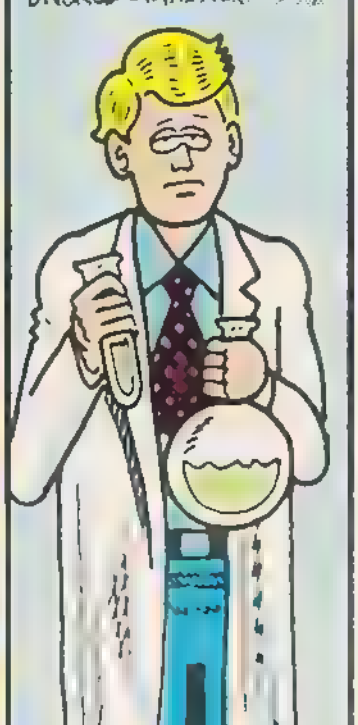
D, BEGINNING ...H, FOUND PYM ...E DIMINUTIVE ...AN.

PYM LATER REJOINS THE AVENGERS AS YELLOWJACKET, FINALLY LEAVING THE GROUP UNDER, um, CONTROVERSIAL CIRCUMSTANCES.



HE WAS LAST SEEN IN COSTUME IN Avengers 217.

THESE DAYS, DR. PYM IS A RETIRED ADVENTURER (AGAIN), A PROMINENT BIOCHEMIST (STILL), AND A DIVORCE STATISTIC (OOPS...).



WHAT'S NEXT?

WILL ANT MAN BECOME THE NEW HERALD OF GALACTUS?

OR WILL HE BECOME THE PROPRIETOR OF A ROACH MOTEL?

BEATS ME.

BUT IF YOU READ EVERY SINGLE COMIC MARVEL COMES OUT WITH IN THE FUTURE, YOU JUST MIGHT FIND THE ANSWER.

SO WHAT ARE YOU WAITING FOR? GET TO IT!

EXTRA THE MUTANT REPORT EXTRA

VOL. I "The Next Step in News Evolution!" NO. 2

And Now For Something Completely Different . . .

Get ready for a good time! **Dave Cockrum** is about to show you a side of **Nightcrawler** that you almost never see — the riproaring, fun-loving side of everyone's favorite barb-tailed mutant, in the four-issue **NIGHTCRAWLER Limited Series**. Written, penciled and inked by **Dave** and colored by his wife, **Paty**, the Limited Series is, as editor **Ann Nocenti** described, "A real romp In the regular **X-MEN** series, **Nightcrawler** has been going through some pretty heavy emotional trips. **Dave**, in this Limited Series, gets him away from all that and shows how fun-loving he can be."

This self-contained adventure begins during a quiet afternoon practice session in the Danger Room. "**Kurt** is going through a series of no-teleport exercises," **Dave** explained. "And **Kitty** and **Illyana** are running the Danger Room's controls When this first set of exercises is over, **Kitty** and **Illyana** ask **Kurt** why he's going through this sort of routine His power is not undependable."

No, but there was a time when **Nightcrawler** could not teleport. Astute readers will recall the madness and misadventure that occured in the black-and-white **BIZARRE ADVENTURES** #27 story, which was drawn by **Dave** and written by **Jo Duffy**. In it, **Nightcrawler** fell into the mysterious Well at the End of the World, emerged in a different dimension and suffered all manner of trouble before finally returning to earth. All this **Kurt** relates to **Kitty** and **Illyana**. And that's when the trouble begins.

"**Kitty** is so captivated by the idea of the Well at the End of the World," **Dave** said, "that she starts punching the information **Kurt's** told her into the Danger Room computer to see if it can create a simulacrum of the Well." No sooner does the information go in, than the Well is created. But what **Kurt**, **Illyana**, **Kitty** and **Kitty's** pet dragon, **Lockheed**, don't realize is that this Well is not a fake — it's the real thing!

"As they are examining the Well," **Dave** said, "a tentacle pops out, wraps itself around **Lockheed** and pulls him into the Well. **Kurt** jumps to the rescue, but as soon as he's inside, the Well collapses around him and vanishes."

Kitty and **Illyana** are horrified. Nobody else is at the estate. This is one fix they're going to have to get out of on their own — and fast! If **Professor X** finds out what **Kitty** and **Illyana** have done, they'll really be in trouble!

"**Kitty** and **Illyana** dash back up to the control room to try and recreate the setting that constructed the Well in the hope of bringing **Nightcrawler** and **Lockheed** back," **Dave** said. "Of course, they don't know what they're doing, and their playing with the controls only makes matters for **Nightcrawler** worse."

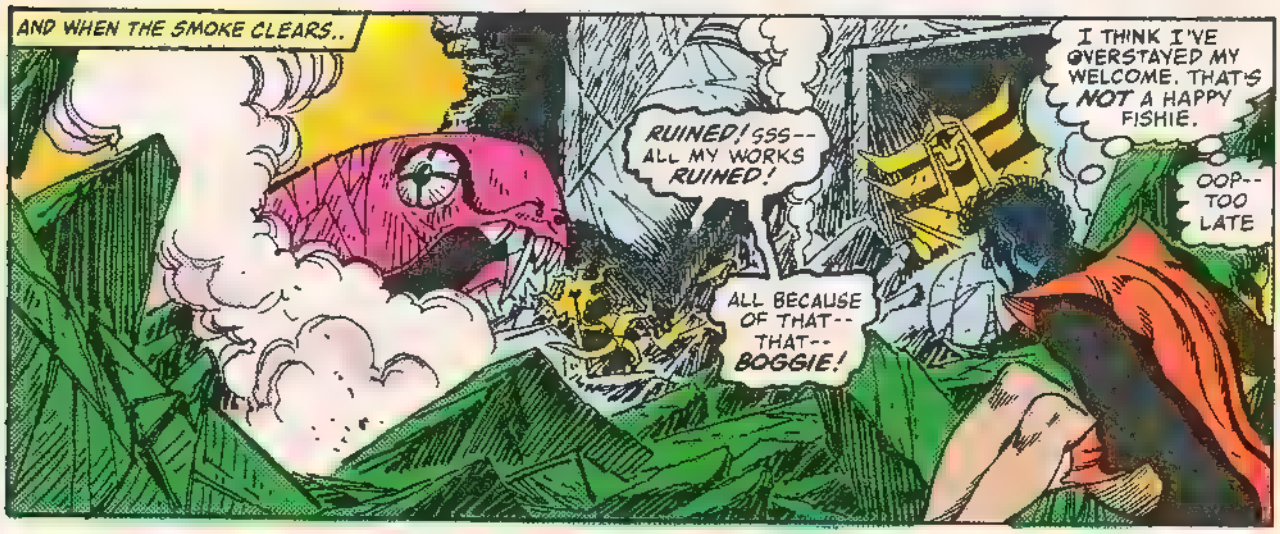
Essentially what happens is, each time **Kitty** and **Illyana** think they have the setting right, and hit the activate button, they shunt **Kurt** into a different dimension.

But where is **Kurt**, anyway? "In the first issue, **Nightcrawler** materializes in the middle of the sky in another world," **Dave** said. "He gets captured by a flying squid-like thing and is carried along in the air until he meets a flying pirate ship." **Kurt** signs on with the pirates and begins a wild adventure in the best **Errol Flynn** tradition. The only trouble is, **Nightcrawler** is having fun with the bad guys! The first inkling **Kurt** has of this is when the pirates prepare to attack another ship. What happens next?

"**Kurt** tries to convince the crew not to attack. You can imagine how far that gets him," **Dave** said. As a result, **Kurt** jumps ship and joins in the fight against the pirates, eventually helping defeat them. In the process, he rescues and befriends the princess on the beleaguered vessel. This brings up a whole new round of trouble for **Kurt**, because no one on the ship wants their princess to fall in love with a **Boggie**. And as far as they are concerned, **Kurt** is the biggest **Boggie** they've ever seen. The truth is, though, that **Nightcrawler** is not a **Boggie**. But can he convince anyone of that? Noooo! "The terrible thing for **Kurt** is that throughout that first issue, he never sees a **Boggie**, so he doesn't even know what the people are talking about," **Dave** said. "Then, in the second issue, he finally meets **the Boggies**. And as he says of the disgusting things, 'The universe must be up to its navel in little blue geeks.'"

Not only does **Nightcrawler** encounter **Boggies**, but he also meets the dangerous **Bamfs**, the weird **Wolverine**-like creature **"Mean"** and a host of other bizarre permutations of **the X-Men**. **Nightcrawler** also encounters **Shagreen**, a wizard so merciless, he makes **Doctor Doom** seem like the Good Humor Ice Cream Man. And **Shagreen** wants what **Kurt** has — the ability to teleport. **Boggies** can also teleport, and originally **Shagreen** was attempting to trick, trap and torture the secret out of the **Boggies**. That's when **Nightcrawler** falls into his hands.

"When the second issue opens," **Dave** said, "we discover that **Shagreen** has captured the princess **Kurt** rescued in the first issue. In his quest to accumulate more and more wizard power, **Shagreen** also sacrifices beautiful maidens — of which the princess is one. **Kurt** frees the princess and the two escape from **Shagreen's** stronghold." This does not set well with **Sha-**


AND WHEN THE SMOKE CLEARS..
RUINED! SSS-- ALL MY WORKS RUINED!
ALL BECAUSE OF THAT-- THAT-- BOGGIE!
I THINK I'VE OVERSTAYED MY WELCOME. THAT'S NOT A HAPPY FISHIE.
OOP-- TOO LATE

green. For the rest of the Limited Series, **Shagreen** chases **Nightcrawler** through the dimensions, trying to learn the secret of tele portation from **Nightcrawler** before he kills him.

There is drama and excitement in the adventure, and also a lot of swashbuckling fun. "What makes this Limited Series special is **Dave's** humor," **Ann Nocenti** said. "People got a taste of it in his Graphic Novel, **THE FUTURIANS**. The **NIGHTCRAWLER Limited Series** is one of the few stories that I've read where I was laughing out loud as I read the scripts."

"There is also a somber, melancholy side to the Limited Series as well," **Ann** added. "**Nightcrawler** literally winds up facing his fears in the Limited Series -- but he does so in a funny way."

"I don't think I could tell a story totally straight," **Dave** said. "I'm too optimistic a person. I like a story with fun in it. This is not a Limited Series with slapstick, but I play the adventures for laughs when I can. For instance, with **Kitty** and **Illyana** at the Danger Room's controls, one time they manage to return **Kurt's** costume to Earth, but leave **Nightcrawler** naked in the other dimension."

What else happens to **Kurt**? **Dave** smiled, but refused to comment, except to say that, "Time passes at different rates between the dimen sions So **Kitty** and Illyana figure that they've been at work for about a half hour, during the whole Limited Series But **Kurt** feels that he's been away from Earth for almost three weeks."

A lot can happen during that time And **Dave** assures us that a lot does — not all of it nice, neither. Yet everything works out well in the end **Dave's** only complaint has been since he is doing everything except the lettering and coloring, "It takes too long to finish. But other than that, I'm really happy with the result. I think everyone will enjoy what happens to **Nightcrawler**."

— Dwight Jon Zimmerman

It's Genetic

by **Kyle Baker**

*"All right, **Mr. Summers**, now try the left eye."*

STAR™ SPOTLIGHT ON

ThunderCats™

by **Sandy Hausler**

From the smoldering embers of a now-dead world they come — to find a new world. Pursued by enemies dedicated to their destruction, they struggle survive. And survive they do! They are **the Thundercats**, the newest sensation from Star Comics.

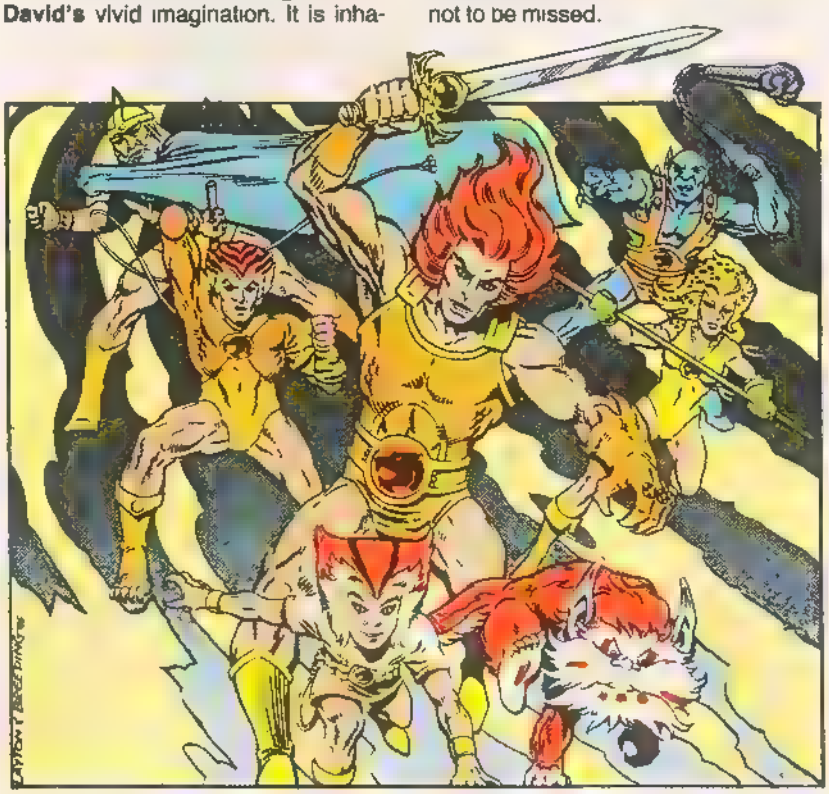
When the planet ThunDERa exploded, its inhabitants were no longer there. They had abandoned their world and gone off into space to seek their destiny among the stars. Led by **Lion-O**, the hereditary leader of **the Thundercats**, they land on Third Earth, a strange and exciting world which will become their home. **Lion-O's** friends include **Cheetara**, whose speed is unparalleled, **Panthro**, the night-fighter, who possesses exceptional acrobatic ability and martial arts skills, **Tygra**, the master of camouflage, capable of merging with any background, **Wilykat** and **Wilykit**, two mischievous pranksters, and **Snark**, **Lion-O's** "nanny." Unfortunately, the natural enemies of **the Thundercats**, **the Mutants** from planet Plun-Darr, have also landed on Third Earth. They want the "Eye of ThundDERa," the source of **the Thundercats'** power **Lion-O** wields the power of the Eye which is embedded in the hilt of the Sword of Omens

THE THUNDERCATS, in addition to being a Star Comic, is a new syndicated cartoon show It was designed by award-winning cartoonist **Leonard Starr**, well known for writing and drawing the **ON STAGE** and **ANNIE** comic strips The concept seemed a natural for a comic book, so a deal was struck between Marvel and Leisure Concepts, Inc., who own the rights to the characters. Under the editorial guidance of **Mike Carlin**, the creative team of **David Michelinie**, **Jim Mooney** and **Brett Breeding** will be bringing monthly doses of exciting adventure to the pages of **THE THUNDERCATS**

David has been working in comics since 1973 when he moved to New York from Kentucky. After a stint at DC, he came to Marvel and has handled such heavyweight titles as **THE AVENGERS**, **IRON MAN**, **STAR WARS**, and **THE FURTHER ADVENTURES OF INDIANA JONES** **David** is very excited about the book and finds the characters to be full of potential. He'll be adapting the first episode of the animated series and part of the second episode, but from them on he'll be doing totally original work. And when **David** gets original, watch out!

Third Earth will be fertile ground for **David's** vivid imagination. It is inhabited by many strange races including **the Berbils**, a race of small furry creatures who befriend **the Thundercats**, **the Trollogs**, and **the Gigantors**. Alliances must be forged so that **the Thundercats** might survive on this strange world. The menace of **the Mutants** is always present. They, too, are forming alliances to better their position on Third Earth **The Thundercats** will have their work cut out for them to cope with the menaces both open and secret on their new home

You can join **the Thundercats** in their great undertaking All you have to do is go to your local comic book dealer and ask him for a copy of **THE THUNDERCATS** It's an adventure not to be missed.



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THE ONE WITH THE ANSWERS!

IRON MAN™ #200

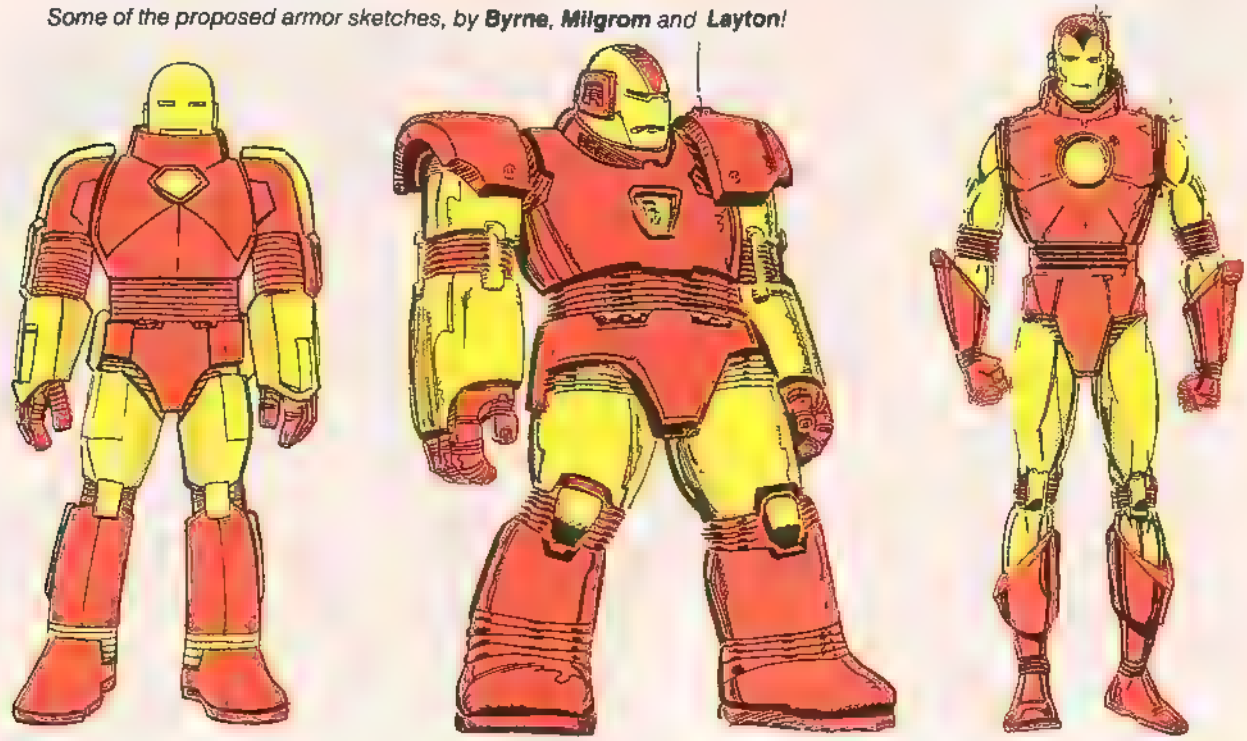
by **Len Kaminski**

This July, although the mercury may be skyrocketing outside, some of the hottest things around may be found indoors on the shelf of your local comics shop. This summer, Marvel will be publishing a whole slew of exciting special editions, action-packed annuals, and grandiose Graphic Novels. One of these major milestones in comics history will be the 200th issue of one of Marvel's classic contributions to modern mythology — **THE INVINCIBLE IRON MAN**! As the weather is heating up, a number of subplots from the past several years will be coming to a boil! You'll see the departure of certain of the supporting cast, and the return of characters who haven't been heard from in years. There'll be new relationships forged, and old ones changed forever. There'll be a new artist, and new frontiers, new directions for the characters.

"**IRON MAN** #200," says writer **Denny O'Neil**, "will be the culmination of all the storylines built up since issue #160 or so, as well as the themes beneath those storylines." Those of you who shared **Tony Stark's** helpless frustration as **Obadiah Stane** calculatedly stole ownership of Stark International out from under him, and later his despair, as he slipped into self-pity and alcoholism, will get to see the final confrontation between **Stark** and **Stane**. And that's not all — one of the most controversial questions in comics history — who will wear the armor, who will *be* **Iron Man** — will also be settled once and for all. And it doesn't end there. As editor **Mark Gruenwald** puts it, "You could say that this is the climax of a 40 issue epic, almost four years in the making. We're going to resolve *all* the sub-plots from previous issues, in order to make #200 as grand a finale as possible, while at the same time clearing the decks in order to begin a bold new direction in the tumultuous life of the Armored Avenger."

Appropriately enough, **IRON MAN** #200 will be the first issue to feature the artistic wizardry of **Mark Bright**, who will then become the regular penciler on the series. **Mark**, currently of **POWER MAN AND IRON FIST** fame, said he was "very excited" about working on the series. "**Denny** was the editor on **POWER MAN**, and we all — myself, **Denny**, **Jim Owsley** and **Jerry Acerno** — had a blast working on that. I'm really glad for the opportunity to be working with him again, this time as writer and artist." **Denny** shares **Mark's** enthusiasm for this new team. And **Mark Gruenwald** pointed out, "**Mark's** work on **POWER MAN AND IRON FIST** just kept getting better and better, and I'm really happy to have him working on **IRON MAN**." High praise indeed, when you consider the number of exceptionally talented artists whose work has graced the pages of **IRON MAN** in past years. But even in the company of artists like **Bob Layton**, **Paul Smith**,

*Some of the proposed armor sketches, by **Byrne**, **Milgrom** and **Layton**!*

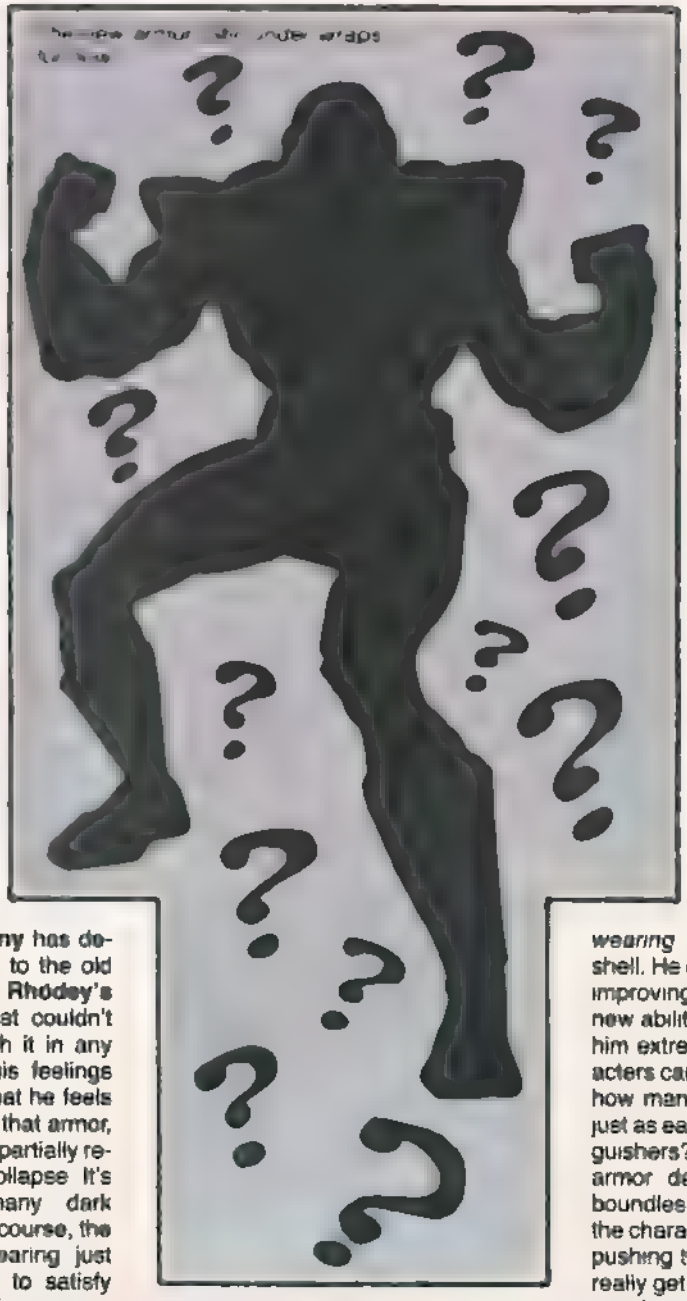


and **Luke McDonnell**, **Mark Gruenwald** has no doubts as to whether **Mark Bright** will be able to keep up this tradition of excellence "I think **Mark** may be just the artist we need to bring a fresh approach, a vibrant new style to **IRON MAN**," he said. "**Mark** is absolutely fantastic with expressions, body language, and dramatic emotional scenes," he added

But **Mark's** pulse-pounding pencils won't be the only dynamic visual change. According to **Mark Gruenwald**, "**IRON MAN** #200 will premiere the all-new, never before seen *armor*, and it will be the *permanent* armor from there on out. The new suit, aside from being the most sophisticated to date, will have several new capacities that none, repeat, *none* of the other suits had." "It's quite a departure," says **Denny** "It's the first real, significant change since the sixties."

It took the absolute cream of Marvel's artistic crop, working in unison, to design **Iron Men's** new armor. Superstars **John Byrne**, **Al Milgrom**, and **Bob Layton** submitted new designs, exchanged ideas, worked up more designs, generated several tons of sketches, made suggestions, submitted still more designs, and generally worked together to make the new armor the best possible "It was a team effort," says **Mark**. "The final design was a composite of the best suggestions of all three of them, the finished version of which was done by **Bob Layton**."

"The new armor is really motivated by necessity in the story, rather than being anything we sat down and planned," says **Mark** "**Tony** has developed such an aversion to the old suit, the red and gold one **Rhodey's** been wearing, that he just couldn't bear to be connected with it in any way. He's externalizing his feelings somewhat, in the sense that he feels that somehow, some way, that armor, that particular design, was partially responsible for his mental collapse It's associated with too many dark memories for him And, of course, the gray outfit he's been wearing just wasn't advanced enough to satisfy him. He starts out building a new model, partially because of the challenge **Hawkeye** made him a few issues ago, and partly to work out the design problems. He wants to design a suit that's better, more efficient than the old one, and the only way he can do that is to build one Anyway, all this gives him reason to build the armor, but it doesn't give him reason to put it on. That's where **Stane** comes in. He's the one who gives **Tony** the motiviation to put it on again." When asked exactly how **Stane** manages to accomplish this, **Mark** won't say, but he does mention that #200 will feature a knock-down, drag-out fight to the finish between **Stark** and **Stane** — both wearing armor. "**Stane** has devised his own armor, as a result of the fact that he's become obsessed with the idea of defeating **Stark** utterly and irrevocably, on all levels, including the physical," he adds.



Mark is quick to point out that the outcome of this battle will resolve the long-running **Stark / Stane** conflict, once and for all "This will decide the ownership of Stark International, permanently," he says.

The other major question that will be resolved is the conflict between **Stark** and **Rhodey**, over who will be **Iron Man**, although in a way that may surprise many people. Factors that so far have only been hinted at will be involved in this decision, and though the friendship between **Stark** and **Rhodey** has been severely tested in the past, it will be tested even further before it all comes to a head in #200 "The proprietorship of the **Iron Man** identity will be settled, forever," says **Mark**

And, as if all this wasn't enough, there will be appearances by every surviving supporting character who's ever been a part of the **IRON MAN** mythos. Everyone — from **Pepper Potts** to **Happy Hogan** to **Madame Masque** to **Bethany Cabe** to **Mrs. Arbogast** — will be involved

As for what will happen beyond #200, **Mark** says, "Well, for the past 40 issues we've emphasized the man inside the armor, gotten into who this guy is and what he's all about. Now that we've got that settled, we're really going to get into the hardware, the technological side of the character." Part of what makes **Iron Man** such a unique character with virtually unlimited potential for growth and change is the fact that most heroes have a certain, given set of powers that they have to work with, while **Iron Man** is *wearing* his powers, within a metal shell. He can be constantly upgrading, improving his abilities, and inventing new abilities for himself, which makes him extremely versatile. Lots of characters can fly, or fire energy blasts, but how many can become a submarine just as easily, or have built-in fire extinguishers? As this revolutionary new armor design will show, there are boundless possibilities in this side of the character. "We're really going to be pushing the limits," says **Mark** "We'll really get to see what this new outfit is capable of. It's going to be the beginning of a whole new era in **IRON MAN**."

SAVAGE TALES™

Not For Wimps or Geeks

by **Bill Slavicsek**

You hear the roar of the Harley-Davidson in the distance, coming closer. You feel the vibration of its powerful motor as the big machine bears down on you. Overhead a vintage airplane, its guns blazing, swoops in for the kill. You're in the gritty, often violent world of Marvel's new black and white magazine, **SAVAGE TALES**. It's a world of black leather, soldiers of fortune, and straight forward adventure. And it's definitely not a place for wimps or geeks!

"**SAVAGE TALES** is macho adventure," explained editor **Larry Hama**. "There are no super heroes, the characters have no doubts about themselves, and they don't have terrible guilt complexes. The stories we will tell are about people who know they are right, who know what they want, and who go out and do it."

The six-gun snapped from its holster, spitting hot lead in every direction.

The bi-monthly black and white title will have a large magazine format and each issue will contain no-nonsense stories by some of the best creators in comics today, as well as highlighting some of the hottest new talent. "We've got a **Michael Golden** cover and story for the first issue, **Herb Trimpe**, **Archie Goodwin**, **John Severin**, and a new talent, **Will Jungkuntz**," said **Larry**. "Some will be continuing features, others will be single shot stories."

Michael Golden is doing a non-sentimental, straight forward Vietnam story. "There are no hook endings, no make-war-no-more messages," **Larry** explained. "**Michael's** telling the story from the common grunt's point of view. That's going to be our policy throughout the magazine."

In addition to this, **Gray Morrow** is doing a *Wild Bunch* type western and **Will Jungkuntz** is offering *Blood and Gutz*, a story which takes place in post-apocalyptic Los Angeles.

"A lot of really good creators are extremely interested in the book and they're going out of their way to do their best stuff," said **Larry**. "We're out to reach the newsstand market, the people who buy **EASY RIDER** and **SOLDIER OF FORTUNE**. We're looking for the kids who bought comic books 20 or 30 years ago and left them."

But the array of creators and the beautiful work they are turning out for **Larry** must be seen by everybody. The attention to detail and the gritty realism is breathtaking.

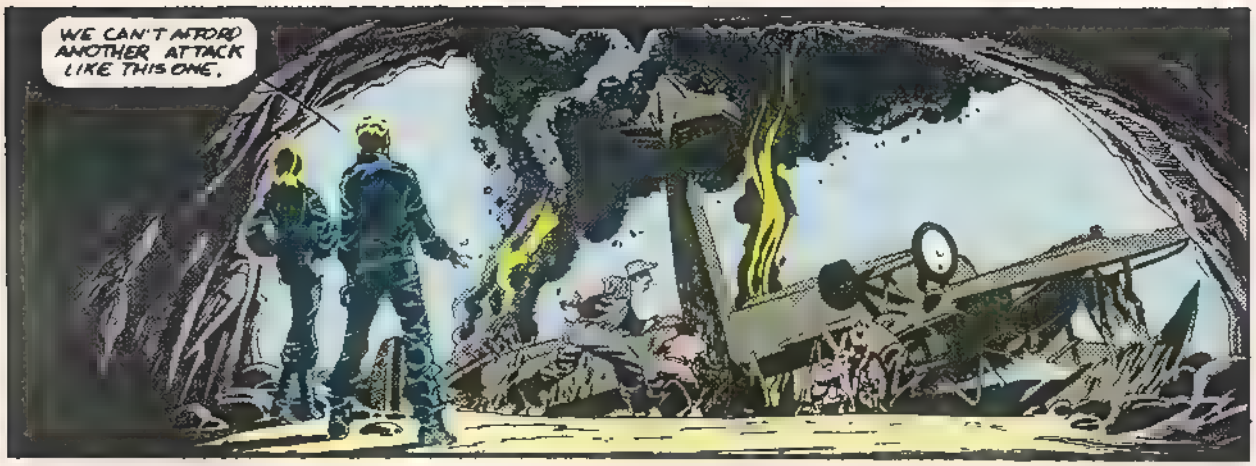
"**Archie Goodwin** and **John Severin** have teamed up to do a Foreign Legion in Southeast Asia story," said **Larry**. "**Archie** is also writing a couple of other stories that really get into what **SAVAGE TALES** is all about."

He marched on, his gun at the ready. It was another sweaty jungle, another glorious war.

"For me, **SAVAGE TALES** is a great opportunity," said **Archie** enthusiastically. "One of the early successes I had as a writer was for a book called **BLAZING COMBAT**." **SAVAGE TALES**, with its emphasis on gutsy, realistic adventure, is a chance for me to go back and do similar stories to the ones that got me started."

Archie is doing adventure stories set in historical periods. "I'm starting with a slight historical and realistic framework and then doing a fictional adventure story within that. It gives me a chance to do some of the things I used to do and that I enjoy doing."

Of the three stories he's already turned in, each with a different histori-



cal perspective, **Archie** seems most excited about his contemporary adventure story, *Mission*. It deals with a group of civilians who get together to attempt a combat mission. It is aimed against a band of religious fanatics who have won over one of their children

"I'll be interested in the reaction to *Mission* because it's the type of thing I'd like to explore further," said **Archie**. "It is a way to look at violence in society today. So much of what we deal with in comics is fantasy-oriented. **SAVAGE TALES** gives me an interesting opportunity to deal within a more realistic framework."

The airplane, machine guns strapped to its wings, flew over the smoldering ruins

"**Herb Trimpe** is doing some of the best work of his career for **SAVAGE TALES**," said **Larry**. "It's airplane stuff, post-apocalyptic airplanes to be exact, and it's best described as violent science fiction."

As the panels we print here attest, **Herb's** *Skywarriors* is beautiful to behold. Doing it all, from writing and penciling to inking and lettering, **Herb's** work is painstakingly detailed and full of action and excitement. The five-part story is set after a nuclear war. Vintage airplanes, salvaged from aviation museums, are the primary mode of transportation, and the determiner of power.

"**Larry** explained the concept of the magazine as a vehicle where contributors can deal with the things they feel strongly about," said **Herb**. "Now, I don't feel that strongly about nuclear war But I do feel that strongly about airplanes." Being an aviation buff and a pilot himself, this series is giving **Herb** an opportunity to draw something he loves — airplanes

"The basic germ of the idea came from **Larry**," he explained. "But the characters, the way I developed the plot, everything else, is mine."

When the war starts, a group of people from an unnamed Strategic Air Command base are caught taking a tour of an unnamed natural cavern. Also on the tour are the contestants from the Miss World Beauty Pageant. They survive off snack bar food and eventually come up to the surface.

"What these people find is that society has regressed into tribal existence," explained **Herb**. "All modern weapons have been destroyed and vintage airplanes are being used by a force dominated by a fanatical leader. He has emerged as the dominant influential evil entity in this new world. He is in power due to his monopolization of whatever technology survived and the use of plain brute force. **The Skywarriors** are all that stand between this evil dictatorial type and anything good that's left in the world "

Herb explained that with no real technology, you can't maintain a modern jet aircraft. "But older aircraft are almost as easy to maintain as a car, maybe even easier, since you don't have transmissions and differentials, just engines and airframes." All of this attention to detail that **Herb** has wonderfully filled into every panel took tons of research. "Every inch is researched and I'm sorry I couldn't get more in there. I wanted to spend one whole issue just on how to operate one of these old airplanes. But it didn't quite work out that way," he said.

Working as he is on *Skywarriors*, doing the entire job, is very much to **Herb's** liking. "That's the way I worked in high school and how I drew comics in art school. I enjoy working this way, even though it is a very slow process. My mentality is that of a comic strip artist. That's kind of what I always wanted to do Unfortunately, the days of **TERRY AND THE PIRATES** are over. I missed them by about 30 years. But this series has given me a chance to do something like that, some real drawing."

Coming at it from an artists' point of view. **Herb** writes around his visual image "It's like putting together a movie from what's available in the prop room. It's a lot of fun and I get some strange twists and visuals that I might not have thought of sitting at a typewriter. Let's face it, it's very difficult to write. So I dropped any pretenses and relied on my visual story. I think *Skywarriors* is stronger because of that element."

Herb feels that working on stories for **SAVAGE TALES** is giving him a chance to grow a little as an artist. It's the most fun he's had in years and it shows in the finished story. "**SAVAGE TALES** is a great idea, and from what I've heard about the rest of it, it's going to be super!" said **Herb**. "I think there's a real good chance that everyone will be after it and love it just on the strength of the creators involved."

The smell and the crackle of the leather-clad girl assaulted him as she swung off the bike.

"There's a market out there for this type of stories," said **Larry**. "We're talking about cheap entertainment and that's what **SAVAGE TALES** is going to provide. It's going to be full of good, fun stuff that's great to look at and easy and fun to read. It will be sophisticated, but not pretentious."

"No one else has a vehicle like this and the creators want to do the type of story that fits this format," said **Larry**. "The guys that I feel are some of the best creators in the business are knocking down my door to get in on it. And the result is we're going to be showcasing some very good, very different material."

The airplane above you circles around and you can smell the intoxicating fumes of its engine as it begins its strafing run. The sweat drips down into your eyes and you can feel the adrenalin coursing through your veins. It's time for another adventure in that gritty, straight forward realm of real men, real women, and violent reality. It's time for further foraging into the jungle that is **SAVAGE TALES**.

The Marvel Bookshelf: A Look At the Upcoming Graphic Novels

by **Bill Slavicsek**

A clamor has gone up in the hallowed halls of Marveldom Assembled. It is a vibrating echo, a resounding cry, a yearning demand! And what is all the noise about? What is everybody anxiously awaiting? Graphic Novels, of course! No sooner did Marvel hear, than Marvel complied. The Graphic Novels are coming! And they promise to be some of the best work done in that format to date.

You want to see more of **John Byrne's** masterful interpretation of a certain jolly green giantess? You got it! Or how about the world's weirdest vampire? A horrific **Hulk**? A resurrected female ninja? The Master of the Mystic Arts? They're all starring in Marvel's Graphic Novels due to be released between now and the end of the year.

THE SHE-HULK, by **John Byrne** and **Kim DeMulder**, pits the large green knock-out against the powerful forces of **S.H.I.E.L.D. Wyatt Wingfoot** is taken hostage, and **She-Hulk** is captured by the government enforcement agency and confined in the **S.H.I.E.L.D.** Helicarrier. What follows is straight-on adventure, as **She-Hulk** must battle against enormous odds for her freedom.

"**S.H.I.E.L.D.** is afraid that **She-Hulk** will take after her infamous cousin, **Bruce Banner**, and go berserk," explained editor **Mike Carlin**. "They're concerned about letting another **Hulk** run around loose. It's a fantastic story about **She-Hulk** fighting to get out. And it's as good, if not better, than the **Byrne** work everyone knows and loves."

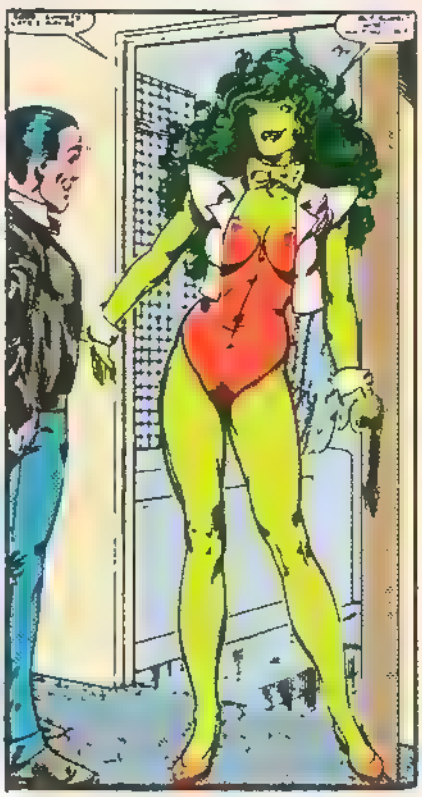
What's that? You say you're looking for high adventure in a barbaric, gritty setting? Then look no further than **THE WITCH QUEEN OF ACHERON**, the new **Conan** Graphic Novel. Written by **Don Kraar**, with art by **Gary Kwapisz** and **Armando Gil**, and full painted color by **Julianna Ferriter**, **WITCH QUEEN** deals with a mature **Conan** in his early 30s. "It is a straight forward thriller rather than an attempt to fill in a particular gap in **Conan's** career," explained **Don**.

"My approach to writing **Conan** is to go back to the **Robert E. Howard** stories and use them as a frame of reference," said **Don**. "I deal with **Conan** as a human being."

Don feels comfortable writing **Conan** and is just applying his regular approach to the grander scale of the Graphic Novel. "When **Conan** is going to do something, he informs his adversary instead of threatening him. There's a big difference and it says a lot about who **Conan** is. The story is based on cause and effect and it will be a realistic approach to the age when **Conan** lived."

Another upcoming offering in the Graphic Novel format concerns the newest adventure of the world's weirdest vampire. **GREENBERG THE VAMPIRE**, by **J.M. DeMatteis** and **Mark Badger**, is described by editor **Ann Nocenti** as a **Woody Allen** type vampire story. "It's very New York with adult themes and a good bit of humor," said **Ann**.

Greenberg made his first and only appearance in **BIZARRE ADVENTURES** a couple of years back. As is typical of the things writer **J.M. DeMatteis** does well, it was a story about a very left field, offbeat character. "It was probably my first critical success in comics," said **J.M.** "Over the years since the first story appeared, I came up with the idea for the Graphic Novel. But it's been a hunt to find the right artist for the project. Luckily enough, as I was working on the **GARGOYLE Limited Series**, I found **Mark Badger**."



Mark is among the most innovative of the new artists that have recently begun in the business. "**Mark** has gotten better and better and each issue of **THE GARGOYLE** was a real leap forward in his ability," said **J.M.** "I think his work stands up to the best at this point — and he's just starting out."

In something as involved as a Graphic Novel, the creators' working relationship is very important. The better that relationship and blending of talent is, the better the finished product. "We've been working very closely and our friendship has evolved out of the relationship," said **J.M.** "The **GREENBERG** project has grown at every stage starting with the plot and working through to the finished pages. It's been a back and forth give and take throughout and, especially on a Graphic Novel, that's the way it has to be."

Greenberg is a writer. He also happens to be a vampire. One of the things that keeps him sane is that he takes all the horror and ugliness that he has to deal with in himself and gets it out in his books. You see, he writes horror novels. "He's like a cross between **Stephen King** and **J.D. Salinger**," explained **J.M.**. "In the Graphic Novel he develops writer's block and begins to unravel a bit."

To work out his block **Greenberg** agrees to work with a producer to turn one of his books into a movie. While he is dealing with all this, two other things are happening in New York. The first is that a mass murderer is running around hacking up young women and leaving their respective parts in rather disgusting places. The other has to do with a dark force that, well . . . we don't quite *know* what it is. It's lurking in the background and obviously wants **Greenberg** for some mysterious reason. There will be a lot of Jewish mysticism and mythology integrated into the plot which will add a different feel from the ordinary vampire story.

"One of the things I enjoy about writing **Greenberg** is that although the character is a vampire, if you take that aspect out of it, what you've got is a story about some very real people," said **J.M.** One interesting device to look for is **J.M.'s** use of **Greenberg's** own writing to illuminate the character.

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"There will be four 'fiction' sections where we'll switch from comics to straight prose and reflect **Greenberg's** current state of mind. We're tying to do something with the Graphic Novel that makes it a little bit more than just a comic book. It's an unusual story told in an unusual way."

THE HILLS ARE ALIVE is another unusual story that showcases the work of horrific great **Berni Wrightson. Berni** is both writing and drawing this **Hulk** tale of strange science gone awry. "It deals with a guy who is trying to create a super computer by melding organic and techno-mechanical material together," explained editor **Carl Potts**. He is conducting this experiment out in the countryside when it goes haywire. Enter the incredible **Hulk**.

"**The Hulk** is nearby — and part of him is cloned and mutated in the process," said **Carl**. "What we get is an even more bizarre **Hulk** than the original one. It evolves into a story of how the two **Hulks** interact and how they try to work together to solve the rather large problem the experiment has created."

"If a Graphic Novel is going to be a novel, then it should be a novel," said **Carl**. "That's what this story is. It's all about the balance of brute strength and intelligence and **Berni's** work is fantastic."

ELEKTRA, written and drawn by **Frank Miller**, essentially involves **Elektra's** last adventure on Earth. The love of **Matt Murdock's** (**Daredevil's**) life was murdered by the assassin **Bullseye** and later resurrected via a mystic ceremony. **Daredevil** allegedly purified her spirit by his own force of will. "The last story she appeared in, also done by **Frank**, was something of a resurrection sequence and this Graphic Novel continues from there," said **Al Milgrom**, the story's editor. "It also has to do with **Matt Murdock** and his feelings about **Elektra**."

Despite her apparent death, **Matt** is hard pressed to let go of her. He isn't willing to accept her death. "**Matt** has to come to grips with those feelings and emotions," said **Al**.

But with all this inner searching going on, will this tale be a radical departure from what we've come to expect from **Frank Miller**? No way! "This is not to say there's none of the usual **Miller** tension, action, violence and psychological twists and turns," said **Al**, "because there is."

"**Frank** is one of the most creative and innovative guys in the business today," said **Al**. "He blends the two aspects very well. He's always striking out to try new things. That's what makes **ELEKTRA** so exciting to me. Not only is it a good story and well drawn, but we're seeing elements in the work that we haven't seen before and approaches to storytelling that are quite a bit different from his **DAREDEVIL** days."

Lynn Varley is doing the coloring, which will be an integral part of the work. It won't be the usual system where line art and the coloring are seperate parts of the job. "They are working together closely to make sure there is a blend, that the colors are intrinsic to the work and not an afterthought," said **Al**. "Some of the book has been left very open as far as the black and white design goes with the express purpose of making the color take a good deal of the burden of the storytelling mood on itself."

This can also be seen in **SHAMBALLA**, the upcoming **Dr. Strange Graphic Novel** by **J.M. DeMatteis** and **Dan Green**. "The story plays with a big, grand, cosmic scheme in the true **Dr. Strange** tradition," explained **J.M.** "There is a threat to the very existence of Earth, but at the same time it's a very personal story for **Dr. Strange**. We're going to unravel his character and explore him, his past, and what makes him what he is. It's a multilevel story and I'm trying to write it in a style different from what you'll find in regular comics."

In terms of both the narrative and the art, **J.M.** and **Dan** want to bring a different approach to **SHAMBALLA**. Even the title is somewhat different. It comes from a word that deals with the astral plane where the masters who guide mankind dwell and that's the only hint about the story **J.M.** would let out.

"Because it's a Graphic Novel we wanted to do something special," said **J.M.** "The way we're telling the story is halfway between regular comics and **Prince Valiant**. It is told through captions and there are two narratives going on. One is **Strange** and the other is a mystery until the end of the story."

Art-wise, people who are familiar with **Dan's** inking of **THE X-MEN** are going to be pleasantly surprised when they see his work on **SHAMBALLA**. **Dan** is painting it in full watercolors.

SHE-HULK, GREENBERG THE VAMPIRE, THE HILLS ARE ALIVE, ELEKTRA, SHAMBALLA are all produced by creators determined to do something worthy of the Graphic Novel format. Watch the **Coming Attractions** for news on when you'll be seeing them. And clear a spot on *your* bookshelf.

THE MARVEL AGE — 1969 (Part I)

by **Adam Phillips**

1969 was a relatively quiet year for Marvel Comics. While four titles ceased publication by the year's end (**DOCTOR STRANGE**, **CAPTAIN MARVEL**, **S.H.I.E.L.D.** and **THE SILVER SURFER**) many new characters — both good and evil — were introduced into the Marvel line-up. In addition, groundwork was laid here that would lead to many of the major stories and series of the 1970's and 80's: the Kree-Skrull War in **THE AVENGERS**, the entire concept of **the Defenders**, and the Thanos War, among others. Now, we'll lead off with Earth's mightiest heroes . . .

. . . **the mighty Avengers**, for whom 1969 was a family affair. **John Buscema** was earning the reputation for straight-ahead super-powered action and drama that caused his recent (1985) return to the Assemblers to be greeted with such enthusiasm. He and **Avengers**-scribe **Roy Thomas** started out by marrying off the winsome **Wasp** with the mysterious **Yellowjacket**, who'd shown up at the end of 1968, claiming to have killed **Henry Pym**. By the end of that story he was already betrothed to **Janet**! The wedding was a star-studded extravaganza, with catering by — **the Circus of Crime**?! That's right, and as if this weren't enough, **Yellowjacket** demonstrated shockingly-familiar growing powers during the ensuing battle! As all Marvelites now know, **Yellowjacket** was actually an amnesiac **Henry Pym** — a fact **Janet** had realized the moment she laid eyes on the purported villain. So the lovers were at last united, even if it took a little trickery on the bride's part. In the wake of the wedding, **the Avengers** faced those hot-and-cold siblings, the Asgardian demons **Surtur** and **Ymir**, with the help of **Doctor Strange** and **the Black Knight**. The team supreme soon returned home, and **Hawkeye** grabbed **Henry Pym's** growth serum in order to save the life of **the Black Widow**, the then-current light of *his* life. **Clint** ditched his bow and arrow, and became the new **Goliath**! We learned about the brand-new gargantuan superstar's background when **the Avengers** met up with **Goliath's** long lost brother, gangster **Barney Barton** — who ended up aiding the Assemblers, and gave his life to stop **Egghead's** scheme to destroy the Earth. The next story focused on the neo-giant as well, when his ex-mentor, **the Swordsman**, showed up to make trouble. **The Swordsman** went to jail (where he would eventually give up his vendetta against **the Avengers** and return to aid them in #100), but **the Vision** went berserk, attacking his avenging allies and infiltrating **S.H.I.E.L.D.**, in what was one of superstar penciler **Barry Smith's** earliest penciling jobs. As it happened he was under the influence of his "father," the all-new **Ultron**, who was determined to do away with humanity, and wanted to start by destroying New York City! He might have succeeded, too, if not for a plan concocted by **Yellowjacket**. After **Barry's** stunning art job, a new Marvel mainstay made his penciling debut — **John Buscema's** younger brother **Sal**, who would soon be well known for his crisp and clean approach to storytelling. **Captain America** and **Thor** returned to the team to save the Earth from a brand new cosmically evil entity, **the Grandmaster** (even Elders of the Universe have to get their start somewhere), who was using the Earth as a poker chip in a game with **Kang**, master of time-travel. The two of them intended to pit **the Avengers** against **the Squadron Sinister**, a group created by **the Grandmaster**, who modelled them on **the Squadron Supreme** (they hadn't shown in any Marvel comics yet — but **the Grandmaster** knew about 'em). Some untimely interference by **the Black Knight** almost lost **the Avengers** the game (by **the Grandmaster's** rules), but they came back and won in overtime (and in World War II to boot, which is no mean feat).

Captain America had two major occupations over the course of 1969: fighting major league villains and recruiting sidekicks. He started out with three issues drawn by **Jim Steranko**, which were full of all the uncanny effects and exciting graphics we'd come to expect from **Jim**. **The Hulk** was on the rampage, and **Rick Jones**, while trying to calm the brute, was badly hurt. **Cap** saved **Rick**, and **Rick**, deciding he'd like to be **Cap's** new partner, borrowed **Bucky's** old costume! The new team tackled **Hydra**, then led by **Madame Hydra**, until **Cap's** seeming death. After **Cap's** funeral, though, the death turned out to be a fraud! **Cap** had engineered the whole thing to regain his lost secret identity, and with **Rick's** help stopped **Madame Hydra's** mad bid for power. Then, when **Cap** least expected it, **the Red Skull** struck! He had the Cosmic Cube, and used it to trade bodies with **Cap**. **The Skull** sent **Cap** to the Island of **the Exiles**, **the Skull's** former henchmen, who, believing **Cap** to be **the Skull**, attacked him mercilessly. Back in New York, the transformed **Skull** snubbed **Rick**, souring the youth on **Cap**, **the Avengers**, and hero-dom in general, until . . . well, check out the next paragraph for *that!* While on the run from **the Exiles**, **Cap** met a young man who had left Harlem to help the natives on the island, and had become a protector for them. With **Cap's** help, **Sam Wilson** began his heroic career as **the Falcon**! The pair

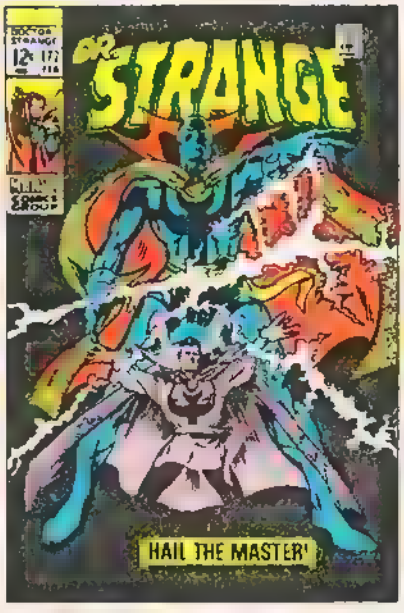
returned to civilization, and **the Skull** re-traded his and **Cap's** bodies. The battle ended when **A.I.M.** managed to destroy the cube from afar (they *had* created it, after all) just after **the Skull** used it to escape

Captain Marvel began 1969 amidst a turmoil of secret identity hassles, romantic difficulties, and accusations of treachery. After saving **Carol Danvers** from **the Organization**, **Mar-Vell** became involved in a firefight with **the Aakon**, enemies of **the Kree**. The treacherous **Yon-Rogg's** orders in battle resulted in the death of the **Captain's** beloved **Una**, and **Mar-Vell** fled. He then met **Zo**, a mysterious being who set him free from **the Kree**. In return, **Mar-Vell** swore to serve **Zo**, and returned to Earth where **Yon-Rogg** was watching and waiting for his chance to kill **Captain Marvel**. **Zo** soon sent **the Captain** back to the world of **the Kree**, where he learned the truth — **Zo** was but a facade for the political scheming of **Ronan** and **General Zarek**, in their bid to wrest **the Kree** government from **the Supreme Intelligence**. **Captain Marvel** was rewarded for his part in thwarting the rebels with the gift of the red and blue costume he would wear for the rest of his career. On his way back to Earth **Mar-Vell** entered another phase of his life, as he was drawn into the Negative Zone. Only the chance interference of **Rick Jones**, on the run from his life as **Captain America's** partner, saved him. **Rick** was telepathically led to the nega-bands — those cosmically-powered bracelets that enabled him and **Mar-Vell** to exchange atoms. **Rick** and **Mar-Vell** in effect became each other's alter-egos, but were also two separate personalities. The freed **Mar-Vell** settled the score with **Yon-Rogg** at last, only to be left wondering what would become of his life, bound to a human as he was

Daredevil, too, was having troubles with organized crime and his secret identity. **DD** met an incredible robot, built by **Starr Saxon**, who had been hired by gang boss **Biggie Benson** to kill **Daredevil**. And since the robot came after **Matt Murdock** — it was clear that **Saxon** knew his secret identity! Enlisting the help of **the Black Panther**, he found **Saxon**, and the pair managed to stop his killer robots and cart **Saxon** off to jail. **Saxon** broke out, though, and forced **Zoltan Drago**, the original **Mr. Fear**, to give him his costume and fear gun. After killing **Drago**, **Saxon** set out to settle with **DD**. Over the course of the battle **Saxon** fell to his death from an airship (His robots saved him, though, and programmed his mind into a computer, enabling **Saxon** to return as the amazing **Machinesmith** years later.) **Daredevil** then made a momentous decision. He'd tried giving up being **DD** before, in efforts to make his life work, and had failed. This time he tried something different: he gave up being **Matt Murdock**! He travelled north to reveal his identity to **Karen Page**, only to meet **Death's Head**, otherwise known as **Dr. Paxton Page**, **Karen's** father! The doctor had been driven mad by cobalt radiation poisoning, and died over the course of the story **Matt** told **Karen** his secret, but she, having always thought **Matt** a helpless blind man in need of loving assistance — and definitely *not* a super-powered dynamo — couldn't cope with the revelation, and asked him to leave her once and for all. Back in New York, the distraught **Matt** found solace in action, once again getting involved with **Biggie Benson's** mob, by saving Viet Nam vet **Willie Lincoln** from the gangster's revenge.

Like many other characters of this period, **Doctor Strange** changed his appearance in 1969. **Asmodeus**, the leader of **the Sons of Satannish**, had banished **Doc** and **Clea** to a dark, unnamed dimension, while **Asmodeus** took on **Doc's** appearance to steal the Book of the Vishanti from **the Ancient One**. In order to re-enter our dimension, **Doc** had to change his appearance, and modified his costume in the process. The art in this period was by **Gene Colan** and **Tom Palmer**, who were adept at capturing the moodiness of the stories, and whose interpretation of **Doctor Strange** is considered almost as definitive as **Steve Ditko's**. **Asmodeus** suffered a heart attack during his mystic battle with **Strange**, and with his dying breath released **Ymir** and **Surtur**, whom **Doc** battled alongside **the Black Knight** and **the Avengers**. Back in his own magazine, **Doctor Strange** once again met the enigma known as **Eternity**, who had been imprisoned by **Nightmare**. **Doc's** battle with **Nightmare** managed to free **the Juggernaut** from his prison in the Crimson Cosmos, and **Doc** tricked the two villains into using their powers to free **Eternity**. The cosmic being repaid **Strange** by mystically giving him a secret identity as **Dr. Stephen Sanders**, whom all the world thought an ordinary general practitioner. At the end of the year, **Doc** met the menace of **the Undying Ones**, which began the story that would ultimately result in the birth of the non-team known as . . . **the Defenders**

Next: We journey back to 1969 again, to watch as **the Fantastic Four** are taken prisoner by **Doctor Doom**, **Iron Man** meets the uncanny **Controller**, and **the Hulk** meets his old pals **the Sub-Mariner** and **the Leader**! Be here!



ALPHABET SOUP

Send your letters to **MARVEL AGE MAGAZINE**, % Marvel Comics Group,
387 Park Avenue South, New York, New York, 10016

So, why is this column called *"Alphabet Soup"*? Well, as *Matthew Walker*, this month's Name-The-Letter-Column Guy, puts it: "What's better to find letters in than the alphabet? (A mailbox, perhaps, but *'Mailbox Soup'* didn't sound as good.)" No arguing with you there, *Matthew*. And thanks for the title.

And to anyone else out there who's got a snappy lettercol title for us — feel free to send it in. Maybe next month you'll see a title of *your* of *your* devising gracing this page.

On to the letters!

Dear **MARVEL AGE MAGAZINE**,

I've been reading your letter column in issue #28, and I noticed that a particular person had written two separate messages in that mag. I was astonished at this. And I thought to myself, "If he can write two, I'm obligated to write at least one." So here I am writing my first letter to Marvel.

First of all I'd like to thank all of the people who put the magazine together, and to the company for keeping the price so low. At 35 cents it can't be beat. And I just love reading **Fred Hembeck's** page in the center of your book. It gives the book a sense of humor that you just don't see every day.

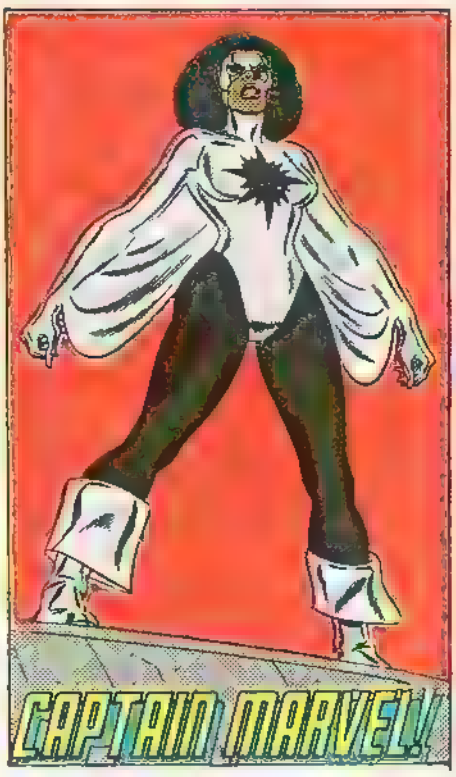
Next I'd like to give my congrats to **Jim Shooter** for deciding to put *the Top Ten* in every book. Reading *the Top Ten* really helps me make up my mind about which books are worth reading. **ALPHA FLIGHT** is my favorite book and it deserves to be way up there on the list. It does surprise me a little, though, that **DAREDEVIL** doesn't make *the Top Ten*. I still remember all those great stories written by **Frank Miller**. But in my opinion, its new steady writer, **Denny O'Neil**, is just as good, if not even better! And I'd encourage anyone who hasn't read a recent **DAREDEVIL** to get on the ball and buy one. It's only 65 cents and I'd guarantee they'd get their money's worth.

Well, that's all for now. Keep the books coming, keep them great, and most of all, "Remember the Alamo."

Kevin Patton
2197 Watkins Road
Columbus, OH 43207

How could we ever forget it, *Kevin*? Now that you've written to Marvel at last, let's hope you keep it up. Sales reports are one thing, but the best way our editors, writers and artists have to see how their work went over is to actually read the mail from the people who buy the comics. So don't be a stranger, okay?

By the way, you've mixed up your *J.S.*'s. The one who does *the Top Ten* feature every issue is none other than *Jim Salicrup*, editor of *MARVEL AGE MAGAZINE*. *Jim Shooter*'s contribution to *the Top Ten* is to write what's usually number one — and oversee all the rest!



Dear **MARVEL AGE MAGAZINE**,

With the release of **LIFE OF CAPTAIN MARVEL Limited Series**, I find myself pondering the same question over and over again — how the heck did **Captain Marvel** go from being a man to being a woman? I always remembered **Captain Marvel** being a man — that is, until I saw a woman **Captain Marvel** in **SECRET WARS**. I don't remember the old **CAPTAIN MARVEL** series too well, nor have I kept up with **THE AVENGERS**, so it's likely that I missed something, huh?

Jeff Colvocoresses
81 West Main Street
Frostburg, MD 21532

You sure did, *Jeff*! First off, you missed the *DEATH OF CAPTAIN MARVEL Graphic Novel*, in which the noble Kree Captain you remember died of cancer, after a long and heroic career. Then, you missed the *AMAZING SPIDER-MAN ANNUAL #16*, in which *Lieutenant Monica Rambeau* of the New Orleans Harbor Patrol gained the spectacular energy powers that caused her to be dubbed *"Captain Marvel"* by the press. Currently, the new *Captain Marvel* is on active status with *the Avengers*. Glad we could clear that up for you.

Dear Marvel,

Concerning the rather intriguing question about which hero has been saved by a flagpole the most times, my very unofficial study indicates that **Daredevil** and **Spider-Man** are the flagpole champions. However, it's too close to call between the two. The best flagpole scene of all time has to be the one way back in the first **SPIDER-MAN ANNUAL**. Remember it? After losing his powers, **Spidey** fell off a building and snared a life-saving flagpole. While the poor web-spinner was hanging on for dear life, **the Fantastic Four** flew right past, ignoring him — because they thought he was just "showing off to the public again." A classic.

By the way, you may want to know that **Spidey** is the runaway champ when it comes to being saved by an awning (though that doesn't happen too much any more). Fascinating, isn't it?

Mike Kramer
Trempealeary, WI 54661

Spidey's the champ when it comes to hitching rides across town on the top of a bus, too. But is it really too close to call between *Spidey* and *DD* on the flagpole question? A quick survey of the Bullpenners reveals that most of them think *Daredevil* would be the clear victor if an accurate count was ever taken.

Dear Marvel,

Could you seriously explain (maybe for the first time) why the publishing date of a comic is four months in advance? For example, **AMAZING SPIDER-MAN** #265, the June 1985 issues, came out in February. Why not only one or two months in advance?

Dennis Gregoire
#305 4540-1st Street
Laval, Quebec, CANADA
H7W 256

Originally, *Dennis*, post-dating the comics was an idea to give individual issues a longer shelf-life in the newsstands. The idea was that if an issue of, say, *ALL-GIANT COMICS* came out in February, the newsstand manager might pull it from the racks at the end of February, if that's what the cover date was — even if *ALL-GIANT COMICS* was a quarterly and the next issue wouldn't be out until May. Dating the February issue June would ensure that it would stay on sale until the next issue showed up to replace it. All the other comics that came out in February were dated June as well, to keep things less confusing.

That was back in the early days of the comics industry. Since then, it's just become sort of a tradition to date them that way. Also, it would be hard to catch the dates up without having, for example, three June issues of *POWER PACK* in a row.

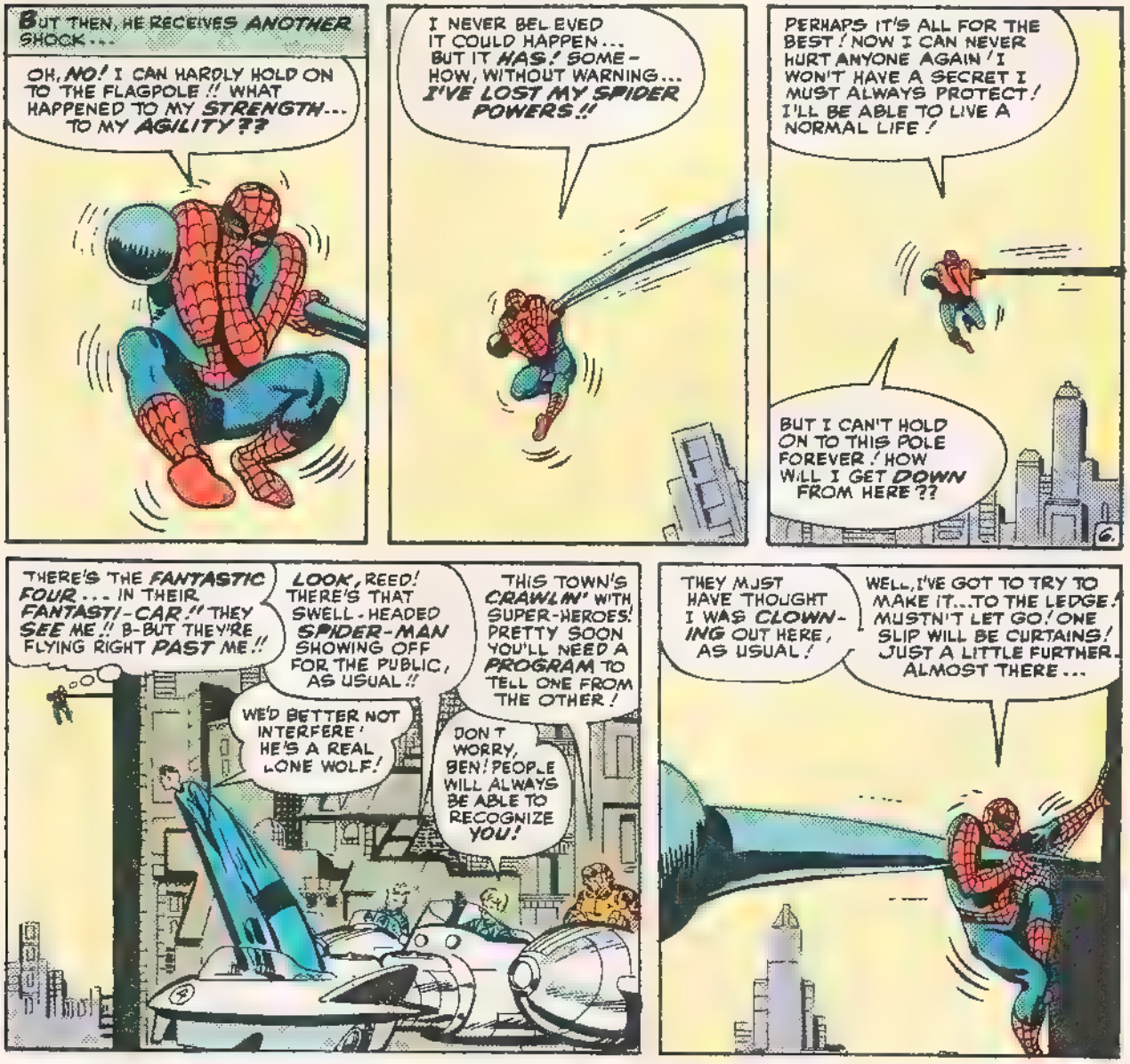
And now, it's time for what seems to be becoming a regular feature in these pages. First, the *"Wolverine's Bones"* question of the month:

Dear **MARVEL AGE MAGAZINE**,

Does **Wolverine** have adamantium teeth?

Greg Hill and Scott Carson
Guelph, Ontario

No. *Wolverine* does not in fact have pure adamantium bones, but an adamantium-reinforced skeleton. So all of his arm and leg bones and such are stronger, and there may be adamantium plates in his skull to protect his brain, but his teeth are normal — except, of course, that his 'healing factor' pre-


BUT THEN, HE RECEIVES ANOTHER SHOCK...
OH, NO! I CAN HARDLY HOLD ON TO THE FLAGPOLE!! WHAT HAPPENED TO MY STRENGTH... TO MY AGILITY??
I NEVER BELIEVED IT COULD HAPPEN... BUT IT HAS! SOMEHOW, WITHOUT WARNING... I'VE LOST MY SPIDER POWERS!!
PERHAPS IT'S ALL FOR THE BEST! NOW I CAN NEVER HURT ANYONE AGAIN! I WON'T HAVE A SECRET I MUST ALWAYS PROTECT! I'LL BE ABLE TO LIVE A NORMAL LIFE!
BUT I CAN'T HOLD ON TO THIS POLE FOREVER! HOW WILL I GET DOWN FROM HERE??
6.
THERE'S THE FANTASTIC FOUR... IN THEIR FANTASTI-CAR!! THEY SEE ME!! B-BUT THEY'RE FLYING RIGHT PAST ME!!
LOOK, REED! THERE'S THAT SWELL-HEADED SPIDER-MAN SHOWING OFF FOR THE PUBLIC, AS USUAL!!
THIS TOWN'S CRAWLIN' WITH SUPER-HEROES! PRETTY SOON YOU'LL NEED A PROGRAM TO TELL ONE FROM THE OTHER!
WE'D BETTER NOT INTERFERE! HE'S A REAL LONE WOLF!
DON'T WORRY, BEN! PEOPLE WILL ALWAYS BE ABLE TO RECOGNIZE YOU!
THEY MUST HAVE THOUGHT I WAS CLOWNING OUT HERE, AS USUAL!
WELL, I'VE GOT TO TRY TO MAKE IT...TO THE LEDGE! MUSTN'T LET GO! ONE SLIP WILL BE CURTAINS! JUST A LITTLE FURTHER... ALMOST THERE...

vents him from getting cavities.

And now, the *'Mutant Blow-Out'* letter of the month:

Dear **MARVEL AGE MAGAZINE**,

I've got the biggest idea since **MARVEL SUPER HEROES SECRET WARS**! The **X-MEN REUNION**! A giant party featuring **Cyclops, Iceman, Angel, Beast, Polaris, Havok, Sunfire** and all the new **X-Men**. This party could be wrecked by the **Brotherhood of Evil Mutants** and the **Hellfire Club**. Sounds fun, eh?

Rob Keith
110 Hickory Creek Dr.
Brandon, FL 33511

***Ann, Chris* — this one's for you!**

Dear **Jim Shooter**,

I read your interview in **MARVEL AGE MAGAZINE** #27. I was really good — but one question is bothering me. That question is: What comics that are continued directly from **SECRET WARS** are coming out in what month? I need to know, so please put a list in **MARVEL AGE MAGAZINE**. Thank you.

Steven Sawyer
RR 5 Box 353
Marion, IL 62959

Well, *Steven*, as you may have noticed by now, *SECRET WARS II* and all its tie-in issues are being boxed in yellow in the *Coming Attractions* section. So a quick look in the front five pages of this magazine will tell you all the *SECRET WARS II* action to look for next month. Good enough?

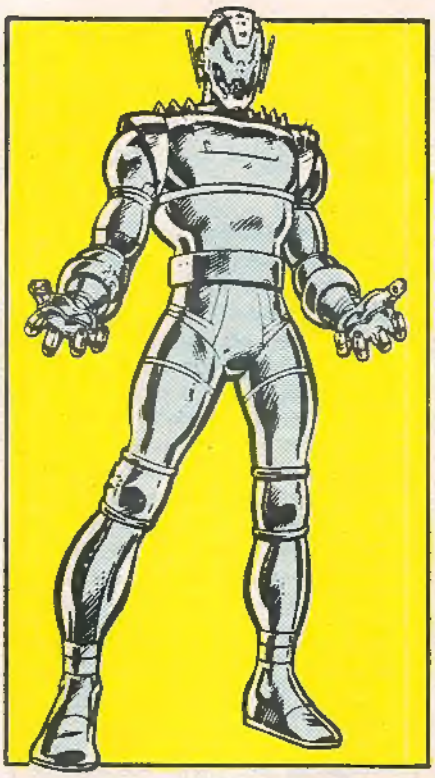
Dear Marvel Comics,

I think that **Ultron** is a neat character. But I think that **Henry Pym** or **Tony Stark** should build an **Ultron II**. That way the Earth could be safe. And the battle between the **Ultrons** would make a terrific comic book, and maybe even a series — one looking for the other and all.

James Schremp
1000 Hazelwood Dr.
Jeffersonville, IN 47130

Well, *James*, as it turns out, there's already been an *Ultron II*. When *Henry Pym* first built *Ultron*, he built a crude (by comparison) robot that was capable of redesigning and improving itself. The robot began improving itself until it felt capable of challenging *the Avengers* — as *Ultron-5*. At last count, we believe the robot was up to *Ultron-11*.

However, there are interesting shocks in store for *Ultron*-fans — while they're not exactly along the lines you suggest, they're close



enough so that you ought to be pleasantly surprised. It all happens in *THE WEST COAST AVENGERS*, and it starts with this question: How can *Ultron* bedevil *the West Coast Avengers* in Palos Verdes — when he died on the planet of the *SECRET WARS*?

Dear Sirs:

The **Invisible Girl, Mockingbird, the Wasp, Karma**, the new **Spider-Woman, Psyche, Captain Marvel, Cloud, Tigra, Magma, Aurora, Medusa, Mantis, Crystal, Moondragon, Clea, Talisman, Storm, Snowbird, the She-Hulk, the Black Cat, the Scarlet Witch, Lightspeed, Rogue, the Valkyrie, the Red Guardian, Dazzler, Wolfsbane, Dagger, Energizer, Marrina, the Black Widow, Thundra, Darkstar, Hellcat** and (whew!) **Shadowcat.**

What's all this about, you ask? Remember **the Lady Liberators**? How about a brand new team, in a Limited Series? Please?

Bob Bonner
Box 382
Smithers, B.C. CANADA
V0J 2N0

Gee, *Bob*, do you really want us to do a super hero team with 36 members? That's more members than there are pages in a comic book! And it would require taking virtually every super heroine out of every other book we publish to do it!

Along similar lines, we got a letter recently from a fan in New York who requested 40 different Limited Series and 10 new monthly titles. To do that would require almost doubling our line! And we've gotten letters from fans who request more. The top number currently is one fan who requested 78 separate Limited Series! Let's face it — we just can't do that many — and make them as good as you've come to expect from Marvel. Where would we get the writers and artists?

So if you want to suggest new series, or Limited Series, we're interested in knowing what you want to see. But there's a much better chance of getting what you ask for if you ask for only what you'd like to see more than anything else. That way, if we get a million letters asking for a *DOC SAMSON Limited Series* — the message is clear. But if those same one million fans request a sum total of 800 Limited Series, well, we can't figure anything out from that!

Dear **MARVEL AGE MAGAZINE**,

With 2000 comics, my room is pretty full. But not full enough. What I need are a few 23" by 35" posters of famous Marvel covers. For example, **X-MEN** #1, **AMAZING FANTASY** #15, **AMAZING SPIDER-MAN** #1 and **AVENGERS** #1.

How about it, huh? Are any of these planned for the future?

John Jackson, Jr.

We're passing your letter along to *Bob Budiansky*, who is in charge of special projects, and is considering just such an idea now. No decisions have been made yet, but if we do decide to do posters like that, rest assured — you'll hear about it here first!

One last question: one last answer:

Dear **MARVEL AGE MAGAZINE**,

Does **Sasquatch** shed?

Taso Huatzos
1774 Alcester
Mayfield Hts, OH 44124

Not any more, *Taso*.

And that wraps it up for another letter column, and another issue of *MARVEL AGE MAGAZINE!* We'll be back in a month — and in the meantime, if you run out of Marvel comics to read, pick up a book. Many libraries have a special shelf for good 'summer reading' books that are just perfect to entertain and inform you during those hot and lazy summer days. There are worlds upon worlds of adventure awaiting you — and they're all in your local library.

This has been a public service announcement from the Marvel Comics Group. Ciao!

BULLPEN BULLETINS

How to read THE X-MEN and THE NEW MUTANTS this summer by Ann Nocenti

Eighteen mutants live at the X-Mansion. And that's before guests and extended family. This summer they travel from Cairo to Canada to Asgard to Paris to Ethiopia . . . Oh, yeah, and somewhere in there, Nightcrawler takes a jaunt through the multiverse.

You know how Marvel is known for and proud of its continuity? Well all these stories interconnect — one flows right into the next! How wonderful, I thought — separate stories, yet one big awesome tale! Marvel's scheduling people — those magicians who work so hard to keep all our stories coming to you, our loyal readers, in a coherent order — well, they were going to strangle me for *this* one!

Then the ex-X-Men editor Louise Jones gave me a brilliant idea — a **scorecard**! That way everyone could know the essential order of things, like, if it's July we must be in Asgard. Then, Jim Shooter, the Continuity King himself, generously offered me his own Bullpen Bulletin page on which to present it! So here we are and here it is — the official order in which to read this summer's Mutant Masterpieces! (I'll list artist credits, but as for writers, CHRIS CLAREMONT brilliantly, miraculously wrote ALL of it . . . bless his heart and may he rest in peace.)

1. ☐ NEW MUTANTS #34 — In a mind-bending tale of who's possessing who, the Mutants fight EACH OTHER! Featuring fat, bad Karma! Meanwhile, in . . .

2. ☐ X-MEN #199 — Magneto has stepped in to replace Xavier (as if he could ever truly be replaced), initially to deal with the BEYONDER (see SECRET WARS II!). How would you like it to find your old FOE is now your LEADER!? All this in the midst of a battle with the BROTHERHOOD OF EVIL MUTANTS, guest-starring SPIRAL (a renegade demoness from the LONGSHOT Limited Series). Magneto ends up a PRISONER to be tried before the WORLD COURT! But before that can happen . . .

3. ☐ X-MEN / ALPHA FLIGHT TEAM UP #1 and #2 (technically, this story occurs *way* back before Sasquatch's death, and Professor Xavier's mugging, and Rachel's new costume, and Guardian's resurrection, and . . . and . . . y'know, I may never forgive Chris for this) — Rachel receives a psychic distress call from her "father," CYCLOPS, and the X-Men rush to Canada to join Alpha Flight — to save the world from UTOPIA! With art by ex-X-Men artists PAUL SMITH and BOB WIACEK, this two-parter also debuts a new team — THE BERSERKERS! Anyway, the X-Men end up getting LOKI *real* mad, which is why in . . .

4. ☐ NEW MUTANTS SPECIAL #1 — The kids and Ororo are kidnapped by Loki and taken to Asgard, to serve as playthings for that sweetheart, THE ENCHANTRESS! But Loki has a special fate in store for Ororo — she's to become the new thunder goddess! All this in a 64 page, no ads special, art by ARTHUR ADAMS (*Longshot* artist) and TERRY AUSTIN. What could happen but . . .

5. ☐ X-MEN ANNUAL #9 — X-Men to the rescue! Only to find out — the New Mutants don't want to *be* rescued! Asgard is where their favorite fairytales come true and they want to stay there forever! Meanwhile, Loki is trying to give STORM back her powers and make her his queen! Who could resist? The X-Men pop back to earth in PARIS, just in time for . . .

6. ☐ X-MEN #200 — The Trial of Magneto! X-team Claremont, Romita Jr., Green and myself are all flying to Paris to plot this one; because we want every detail *perfect!* While Magneto tries to defend himself and mutantkind at his trial, the mysterious villains are busy destroying the X-Men's name all over Paris!

7. ☐ NEW MUTANTS #35 — Back home with the mutants in school, but their new teacher is MAGNETO and they don't like it one bit! This issue introduces *New* Mutant artist-extraordinaire MARY WILSHIRE, inked by "old" BILL SIENKIEWICZ!

•Whew• So have fun, and write me to let me know what you think! Thank you, and good night.

MIGHTY MARVEL SUMMER CONVENTION CALENDAR

It's summertime, and we all know what that means! Beaches, camping, and . . . *Comic Conventions!!!* The bullpen is buzzing with excitement about all the great places they'll be going so they can meet their favorite people — YOU! And here are some of the conventions they'll be visiting:

COLORADO COMIC ART CONVENTION in Denver (June 22-23) — Mike (STARSTRUCK) Kaluta and Elaine (STARSTRUCK) Lee.

HEROES CONVENTION in Charlotte, NC (June 22-23) — Sergio (GROO) Aragonés, Mark (SQUADRON SUPREME) Gruenwald and Art (LONGSHOT) Adams.

AMERICAN HEROES CONVENTION in Detroit, Mich. (June 29-30) — Sid (STAR COMICS) Jacobson, Louise (POWER PACK) Simonson, Terry (CLOAK AND DAGGER) Austin and Larry (G.I. JOE) Hama. This con will benefit Children's Hospital.

CHICAGO COMICON (July 5-7 — Jim (SECRET WARS II) Shooter, Tom (SPIDER-MAN) DeFalco, Jim (CONAN) Owsley, Sergio Aragonés, Peter (DEFENDERS) Gillis, and our Art Director, John Romita, Sr.

DALLAS FANTASY FESTIVAL (July 5-7) — Steve (WEST COAST AVENGERS) Englehart, Wendy (ELFQUEST) Pini, Mike Kaluta and Elaine Lee.

HOUSTON COMICSFAIR (July 26-28) — Paul (DR. STRANGE) Smith, Richard (ELFQUEST) Pini, Bob (X-FACTOR) Layton, Jackson (SWASHBUCKLERS) Guice, Chris (X-MEN) Claremont, Jo (STAR WARS) Duffy, David (ALADDIN EFFECT) Michelinie, Marc (MOONSHADOW) DeMattels, Terry Austin, Elaine Lee and Jim Shooter.

ATLANTA FANTASY FAIR (August 1-4) — Archie (EPIC) Goodwin, Denny (DAREDEVIL) O'Neil, Jim (DREADSTAR) Starlin and Carl (ALIEN LEGION) Potts.

SAN DIEGO COMICON (August 1-4) — Walt (THOR) Simonson, Bill (NEW MUTANTS) Sienkiewicz, Ralph (SOLOMON KANE) Macchio, Ann (LONGSHOT) Nocenti, Steve (SECRET WARS II) Leialoha, Trina (MISTY) Robbins, Richard (VISION & SCARLET WITCH) Howell, Peter Gillis, Elaine Lee, Sergio Aragonés, Art Adams, Mark Gruenwald, Louise Simonson, David Michelinie, Chris Claremont and Jim Shooter.

Wow! The summer of '85 is going to be a *hot one!* In fact, your favorite Marvel creators will be appearing at many more cons throughout the summer, but they're just too numerous to list here! Check with your local comic shop or in your favorite fanzine to find out when one will be in your area! And when you're at a con and you see some Marvel folks you'd like to meet, don't forget that they want to meet you, too! So step right up and say, "Hi!"

CHECKLIST

- ☐ THE THING #28
- ☐ DAREDEVIL #223
- ☐ NEW MUTANTS #32
- ☐ WEB OF SPIDER-MAN #7
- ☐ RAWHIDE KID (Limited Series) #3
- ☐ SQUADRON SUPREME (Limited Series) #2
- ☐ SECTAURS #3
- ☐ WEST COAST AVENGERS #1
- ☐ LIFE OF CAPTAIN MARVEL (Limited Series) #3
- ☐ AMAZING SPIDER-MAN #269
- ☐ CAPTAIN AMERICA #310
- ☐ POWER PACK #15
- ☐ MICRONAUTS #13
- ☐ ALPHA FLIGHT #27
- ☐ DR. STRANGE #73
- ☐ LONGSHOT (Limited Series) #2
- ☐ PETER PARKER, THE SPECTACULAR SPIDER-MAN ANNUAL #5
- ☐ VISION AND SCARLET WITCH (Limited Series) #1
- ☐ INCREDIBLE HULK #312
- ☐ AVENGERS #260
- ☐ CONAN THE BARBARIAN #175
- ☐ MARVEL TALES #180
- ☐ X-MEN #198
- ☐ MOON KNIGHT #4
- ☐ G.I. JOE #40
- ☐ ROM #71
- ☐ ETERNALS (Limited Series) #1
- ☐ AMAZING HIGH ADVENTURE #2
- ☐ FANTASTIC FOUR #283
- ☐ IRON MAN #199
- ☐ PETER PARKER, THE SPECTACULAR SPIDER-MAN #107
- ☐ DEFENDERS #148
- ☐ THOR #360
- ☐ SECRET WARS II (Limited Series#4
- ☐ TRANSFORMERS #9
- ☐ STAR WARS #100
- ☐ THE OFFICIAL MARVEL INDEX TO THE AMAZING SPIDER-MAN #7
- ☐ DOCTOR WHO #13

MARVEL MAGAZINES

- ☐ MARVEL AGE #31
- ☐ SAVAGE SWORD OF CONAN #116
- ☐ SUPER SPECIAL #38: RED SONJA

EPIC COMICS

- ☐ DREADSTAR AND COMPANY #4
- ☐ STARSTRUCK #4
- ☐ BLACK DRAGON (Limited Series) #4
- ☐ GROO THE WANDERER #9
- ☐ SISTERHOOD OF STEEL #5
- ☐ DREADSTAR #20
- ☐ ELFQUEST #3
- ☐ ALIEN LEGION #9

STAR COMICS

- ☐ PLANET TERRY #7
- ☐ FRAGGLE ROCK #4
- ☐ STRAWBERRY SHORTCAKE #4
- ☐ WALLY THE WIZARD #7
- ☐ TOP DOG #4
- ☐ HEATHCLIFF #4

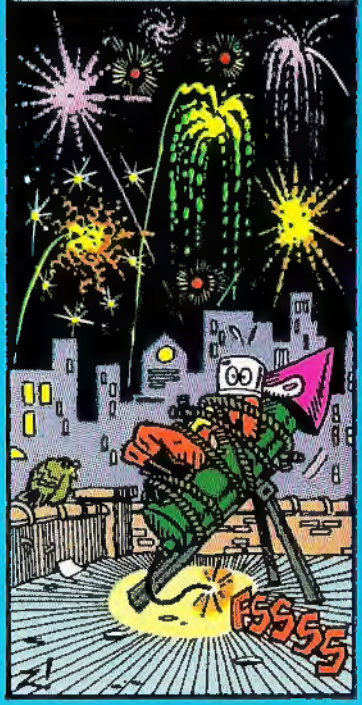
GRAPHIC NOVEL

- ☐ GN #17: REVENGE OF THE LIVING MONOLITH

THE MARVEL AGE 1985 CALENDAR

JULY

JIM SALICRUP-- *WRITER*
RON ZALME-- *ARTIST*
ANDY YANCHUS--*COLORIST*



SUNDAY	MONDAY	TUESDAY
MARVEL VALUE STAMP #101 — SERIES 21 FORBUSH MAN	1 LIKE, YA KNOW, TODAY'S *CANADA DAY*, EH!	2 COLORI… *JULIAN… FERRITE* BIRTHDAY W… YESTERDA… HULK GREEN · D.D. RED · BEA… BLU…
7	8 WHATEVER HAPPENED TO *IT, THE LIVING COLOSSUS?* SIGH	9 IT'S TRA… MANAG… *VIRGI…* *ROMITA'S* BIRT… WEEE
14	15 HAPPY BIRTHDAY, *JACK ABEL!*	16
21 I'LL PLAY THE MARVEL ROLE PLAYING GAME WITH HIM! RICK JONES	22 TOMORROW IS *MIKE VOSBURG* AND *KELLEY JONES'* BIRTHDAYS!	23 HAPPY B… LE…
28 HAPPY BIRTHDAY, *IAN AKIN!*	29	30 JULY 1983 ASSISTA… EDITOR… MONTH

WEDNESDAY
THURSDAY
FRIDAY
SATURDAY
3
TOMORROW IS THE DAY I'VE BEEN WAITING FOR!
4
INDEPENDENCE DAY, AMERICA!
WE'RE NOT GETTING OLDER...WE'RE GETTING BETTER!
BILL!
No. 5
6
HAPPY BIRTHDAY, JOHN BYRNE!
10
PLAID PANTS WERE WORN BY EVERY BULLPENNER YESTERDAY IN HONOR OF CRAIG ANDERSON'S BIRTHDAY!
11
HAPPY BIRTHDAY, RON ZALME!
THANKS.
OH, NOOOOO...
12
13
HAPPY BIRTHDAY TOM PALMER!
17
THOSE PANTS! TOO BRIGHT! I CAN'T SEE!
18
19
CARE TO PLAY CARDS WITH LONGSHOT?
20
I'M LUCKY AT LOVE, TOO!
24
HAPPY BIRTHDAY, RICARDO VILLAMONTE!
25
26
HAPPY BIRTHDAY, HARRY CANDELARIO!
27
31
DID YOU ATTEND A COMIC BOOK CONVENTION THIS MONTH?
WE DID!
ALL OF 'EM!
MARVEL BULLPEN
ZZZZ
ARGH!